

# DIPLOMACY WORLD



*No. 23*

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*Fall '79*



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# CHEFS:

Head Butcher.....	Jerry Jones
Assistant Butcher .....	Mark Berch
Art Director .....	Liz Danforth
Demo Game Gamemaster.....	Eric Verheiden
Demo Game Commentary.....	John Boyer
Variant Rules Editor.....	Lew Pulsipher
Need-a-Game Editors .....	Lee Kendter, Sr. Robert Sacks
Photographers.....	John Kador Scott Marley Steve McLendon

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ON THE COVER: (from left to right) Poy Smith, Lee Kendter Sr., Bob Sergeant and Steve McLendon show what grand fun can be had at DipCon. In this picture Lee is showing Poy and Steve the proper way the knife is to be inserted into the back of Bob. What a fun bunch of guys!

# A Note On Tournaments

JERRY JONES

Now that DipCon XII is over there has been a lot of controversy over the rating system used for the tournament. In some respects, part of the blame falls on the shoulders of the postal hobby. There was an opportunity to voice complaints prior to the tournament but it is my understanding that Mark Berch received little or no feedback concerning his system before it was thrown to the lions. Well, if I have anything to say about it that won't be the case next year.

In the next issue of DIPLOMACY WORLD we are going to feature the issue around tournament scoring systems. I already have one of the finest articles I've seen in a long time written by a two time tournament winner, Ben Zablocki. He will give you the "inside scoop" on how he won his two tournaments (and it wasn't totally diplomatic!) Also there will be an article by Mark Berch responding to Ben's article and possibly to some of the other comments made against his system and what he plans on changing. And there is a better than 90% chance that we will debut two new systems for you to review. I'm going to try and twist Ben's arm to see if he can't give a review of these systems and how he'd play them.

That's what I am aware of. Maybe you can come up with a system of your own. Who knows, it might even be used in upcoming tournaments and everyone can yell at you. If I was to try and make a system I'd try to do it keeping these 4 things in mind.

- 1) There is nothing better than a win. (Remember, we're still talking about Diplomacy.) If a player wins a game he has proven himself to be a good diplomat, a grand strategist, and a bit lucky. But winning is what any game is all about and Diplomacy is no different, so in my system winners would reap heavily most of the fruits.
- 2) I would try to make 2-way and 3-way draws attractive enough to be used as a tool by a good diplomat. Anything less than a 3-way would be scored very low.
- 3) Second place finishes would get nothing. Whether you finish 2nd or 7th, you still lost. Not as badly, but nevertheless, you were one of the losers.

4) Small (1,2,3 center) Powers, unless voted upon by the players would not automatically get a part of the draw. I realize that it is in direct violation of the rulebook, but time limits on games give call to different victory conditions. Maybe I'd have something like: "No Power may share in the draw unless he has a minimum of 50% the number of units as that of the largest Power on the board." I'm sure there's a flaw in that statement, but you get the idea.

Anyway, that's what I'd try to incorporate into a system that I would invent. How about you?

Now I have a note on a different type of Diplomacy Tournament; a postal one.

Robert Sergeant will be serving in the capacity of the Tournament Director. He won't be participating in the Tournament as a player. Any questions you may have concerning the tournament after this short article should be directed to him.

Everything is still up in the air as to how the tournament will be run. As it stands now it probably will be three rounds with staggered start times. Each player will be playing in three games and at no time will you be playing the same country twice. The fee is tentatively set at \$20 for the entire tournament and it is planned to have cash awards to the winners.

The games will be run by a variety of GM's and if you would be willing to run a set of games you should contact Bob. (It is requested that you at least have some experience in GMing before you ask to GM a tournament game.)

They will be quick games, probably on a three week basis until 1906 and on a two week schedule until 1910 when, for tournament purposes the game will be over. For Boardman number rating purposes the games will be continuing until completion.

I understand that Mark Berch will be the Ombudsman for the tournament and that the Dragon's Tooth rating system (see DW #22) will be the rating system used for the tournament. I understand that there will be no standby's used (which I am in favor of since I am not a total believer in the need of standbys).

Anyway, that should be enough to wet your whistles. Any more information and, hopefully, a final outline of the tournament will be in your favorite zine and in the next issue of DW.

Before I forget (which I already did) Bob's address is 3242 Lupine Drive, Indianapolis, IN 46224.

# Mark's Mutterings

Mark Berch

Judging by responses received by Jerry and myself, the "Talking Turkey" article was well received. There was just one complaint about the length, so the experiment must be considered a success. Several people suggested a series, with one such article per issue. I'm flattered. However, aside from the question of whether the expenditure of so much DW space is justified, that would entail a prohibitive amount of work. It's not just all of the writing. There's a staggering amount of research necessary to dig out real examples to illustrate points, to make sure that all the major choices have been covered. This often entails tediously going thru season after season to see if a nice clean alliance is operating, and how it turned out. If any of you out there want to try your hand, let me know and I'll be glad to help. But if you want to rise above the ordinary, expect to put some time in.

One thing that you as an ordinary postal player can do to help, is to write a good end-game statement. That can provide insights that are unobtainable just from looking at the printed orders. Also, it acts as a "flag", making it much easier to spot games with notable alliances or illustrative stabs. One way to make the writing of these easier is to compose it as the game is being played.

Several people asked: "Why Turkey?" First, it was one of the countries that Gruen did not cover in his previous series'. I figured Turkey to be the easiest country to organize the material for. Also, since I feel that most play-of-a-country articles spend too much time on the openings. I wanted a country where openings were (relatively) unimportant. But the most compelling reason is that I suspect that most players (Lee Kendter Sr. aside) view Turkey as a dull country, requiring little imagination. I wanted to open peoples eyes!

Richard Sharp's book, reviewed in

DW #22 is now on order, and I expect to receive the shipment by Labor Day. You can either send me a check for \$13.00 (Canadians please use a US currency money order or add 20%) or send me a self addressed stamped postcard, which I'll mail to you when the books arrive. Priority will be strictly first come first served basis in terms of my receiving the check from you. Indeed, as of this writing over 1/4 of the order is already spoken for. (492 Naylor Pl., Alexandria, VA 22304)

In the review itself, there was a typesetting error. Switch column 2 of page 29 with the top 70% (i.e. thru "... Italy, that") of column 1 of page 30. Please note that while the book has some significant flaws, I strongly recommend it to anyone who enjoys reading a well written dippy article.

Regrettably I must conclude on an unpleasant note. Some of you have received a sample copy of Bernie Oaklyn's Front de Liberation du Diplomacy with an invitation to play in a regular or variant game. I strongly urge you to decline, because the odds are that you will get burned. I have recently conducted an extensive investigation, the results of which appear in #23 and #24 of my zine. There is no doubt whatsoever that Oaklyn is in fact Buddy Tretick. This conclusion is supported by an avalanche of evidence, some of which was (inadvertantly) supplied by Oaklyn. In contrast, Oaklyn has never supplied a Xerox of a Birth Certificate or driver's license which could resolve the matter.

Tretick was active in the late 60's and early 70's. His accusers ranged across the entire hobby; he had few if any defenders. His misdeeds included falsification of players orders, playing in his own games, having his pre-teen son in his games, dropping some games while starting others, repeated selective failures to receive orders or mail zines, etc. It's a gruesome story. He left the hobby in complete disgrace. In Feb. 1978 he resumed publication of his La Guerre, later changing the name to FLD.

Perhaps you ask: "Aren't people entitled to a second chance? Can't they change?" Yes, indeed. Only Tretick has not. His first game as "Oaklyn" was 1978AY (1978XX). This game had as a player his own son James Alan (the former James Alan Tretick, who was in 1972DM). Of course, with the different name and with Alan denying any relationship with Oaklyn (in spite of proof to the contrary) the truth was obscured. The

game had 3 players who actually lived in the same house. Oaklyn obscured that fact by having 2 of them receive mail c/o other people. He printed 2 totally different mutually contradictory versions of Ron Kelly's participation in the game. Finally, Jack Frost claims that material coming from two players in that game was written in "the same typewriter and scrawl used by Buddy-Bernie", and that Bernie admitted to it.

There are other scandals as well, but this should suffice. Some have suggested that he be expelled from all of his games. I do not agree - expulsion is not justified unless he has violated the Houserules of the zine (e.g. by playing under an alias) and would be unfair to other players. But new games are a different matter. Before you GM's allow "Oaklyn" into a new game or as a standby, ask yourself if you really want someone in your game who has so besmirched the good name of the hobby.

((When I started to publish DIPLOMACY WORLD I was really going to try to avoid any articles or statements that were negatively directed towards any individual in the hobby. But because of the possibility that there maybe a chance that you might run into a problem with Mr. Oaklyn's games I felt it necessary to include all of Mark's article.

((I have written to Mr. Oaklyn allowing him to respond to Mark's article and/or any of the other allegations that have been leveled against him. It is hoped that we may have something in DW next issue from him.

((My personal opinion of the matter is that when a publisher of a hobby zine is acting as a negative influence on the hobby by not running his game in an acceptable fashion or when he takes money from subscribers and players without giving them what they paid for it is the obligation of the hobby members to warn one another about the potential problem. As a Game Master I don't feel it is right that you remove a player from a game, unless he violates your house rules but if you feel that he is a negative influence on the hobby your best recourse would be to not allow him any further games. If a player can't get into a game and if a publisher has no subscribers for all intents and purposes he is out of the hobby.))

# How To Run A Diplomacy Party

FRED C. DAVIS JR.

So you want to host a FTF game? O. what do you do? The first thing is to invite at least six friends for a time when they all can make it. As a practical matter, you should invite more than six people, as someone will almost invariably cancel out for the most unexpected reasons. If you actually get seven live players showing up, you can always be the GameMaster, which is sometimes more interesting than being a player.

Alternately, you could be prepared in advance to play some variants requiring different numbers of players, depending on the number of people who appear. For example, the Cline variant and "1885" are 9-man games. Swiss Dip II is an 8-player game which can be played on a Regular board with only minor modifications, using an acetate sheet and a grease pencil. There are five a six-man games listed in the Rulebook, dropping Germany and Italy, or, alternately, Russia and Turkey. Also, Lew Pulsipher's "1938" and "1939" (virtual identical) are good 5-man games for novice players.

The best time for starting a game depends on your life-style. Saturday night is great if you tend to have late parties. If you're married and settle down, a Sunday afternoon may be best. Whatever the time, emphasize to your guests that they should show up on time. Whatever may be fashionable about arriving late at a party, there are few things more maddening than to have the seventh

Dippy player show up an hour late, in view of the length of the game. I've heard of cases where a Diplomacy board has been left set up from one Saturday night to the next, in order to have all the players come back to the same house to finish the game, but as a general rule, your guests will want to end the game on the day that it was started. So, allow yourself enough time to get in at least four hours of play.

We have started games at 2 p.m., played until 6:30, broken for dinner, and then continued afterwards. On other occasions, we have ended the game at a specific time limit, such as 7 p.m., and then most of us have gone out to dinner somewhere afterwards. It seems to work out better the second way. People can enjoy their dinner more if the game has ended. One of the fun things about Diplomacy is the after-game critique, when players can discuss their various moves, and, in effect re-fight the war.

Don't hesitate to invite married or steady couples. There is no guarantee that husbands and wives will automatically ally, as my wife reminds me of from time to time. Ability to play Diplomacy is not restricted to gender, especially when the women realize that Dippy is not really a "war game." What you can do is make several other games available on a separate table for anyone who would prefer to play something other than Diplomacy. I'd suggest always having Monopoly and Scrabble on hand, and also putting out a few other suitable games from your collection.

You will need to check your supplies a day before the game to make sure that you have the following items on hand:

- \* At least seven small spiral notebooks for order writing. If you can get them in different colors, so much the better, so that they can be distinguished in the event of being misplaced.

- \* Lots of ball point pens. You'd be surprised as to just how many people will show up to Dippy games without pens or pencils.

- \* Plenty of conference maps. Either order additional copies from Avalon Hill, or make photocopies. If you are running a variant, make sure that you have photocopies for everyone.

- \* Name tags. This is vital. Instead of putting peoples' names on the tags, make them up in advance, showing the names of the major powers (Austria, England, etc.) If you have a lot of colored pens or pencils make them up in the national colors, such as green

for Italy, red for Austria. Use red for Russia, too. Everyone associates red with Russia anyway. When countries are selected, players wear the proper tags, and it helps with identification.

- \* An extra Dippy board. If you own a second set, leave it set up in some other room. This will enable players to communicate their ideas more easily to each other, as they move the pieces around. If you don't have an extra set, ask one of the other players who owns one to bring his along.

- \* Enough chairs. You will want to have seven chairs around the playing table. Even though people will be walking around most of the time, everybody will gather round for the reading of the orders and the adjudications of the moves. If you have the space, it's better to set up the Diplomacy board on a dining room or basement table rather than on a coffee or bridge table in the living room. Borrow some folding chairs if you don't have any.

- \* Rule Books. Be sure to have at least one copy of either the 1971 or 1976 Rule Book out. (They are identical for all intents and purposes). If you're going to have any novice players, you might consider buying a second copy. Try to have any novices arrive half an hour early, so you can give them some lessons, and give them time to read the rules.

- \* House Rules. If you have any special local rules, make carbon or Xerox copies for all concerned. For example, you might want to specify that the orders will be read in turn by the various players, in either circular or alphabetical order. In my FTF games, I announce that I permit the "Coastal Crawl". I have an alternate board that we use in some of my FTF games, on which there is a 35th Supply Center, Morocco (made out of the western half of North Africa), and a few extra spaces, like Sicily, South Atlantic Ocean and Archangel. There is also a Southern Mediterranean space, which is on a section of cardboard that attaches to the bottom of the board. When this board is used, my House Rules explain how these changes affect the game. (e.g. Russia can build Fleets in Archangel, providing she owns St. Petersburg). I feel that these minor changes are an improvement on the original game.

- \* A Timer. This is important. A kitchen timer with a loud bell is best. You usually allow 30 minutes for the first move, and 15 minutes for subsequent moves, but if everybody seems ready earlier,

don't hesitate to save time by calling for orders early. When the bell goes off, be strict about calling for the orders immediately.

\* Clipboard. If you are going to be the GM, be sure to have a clipboard for easy writing of any records you may be keeping. As a player, I'd advise you to keep your conference map and notebook on a clipboard. You can't be expected to buy clipboards for all of the other players, but you can suggest to them that they bring their own. Many people keep a clipboard in their cars anyway.

I think it is obvious from the above that Diplomacy is not a game you want to play in an efficiency apartment. If you don't have four rooms at your command (one for the board, one for refreshments and two for "diplomping"), consider hosting the game at someone else's house. Alternately, you can try playing the "Woodrow Wilson" variant. This is the Regular game, only everyone remains at the table, and all agreements are "open covenants, openly arrived at."

As to refreshments, this also pretty much depends on your lifestyle. Assuming you're over 18, you'll want to make at least wine, soft drinks and munchies available. Wine is most economical in gallon jugs. Serve both red and white. If you have beer drinkers coming, lay in some six-packs. Advise the players that they're welcome to BYOB or bring additional refreshments, if they wish.

One thing you don't want to do is to have so much "sauce" around that everyone gets bombed. Dippy is no fun if everyone gets sloshed. You can get sloshed afterwards! This is why I'd recommend nothing stronger than beer and wine. Remember, Dippy is a very long game.

If the lady of the house is willing to prepare a buffet spread for after the game, fine. I once played in a game at which the host simultaneously played Germany and cooked dinner, and won! However, we've found that it's a lot easier on the players and the pocketbook if everyone goes out for dinner afterwards, assuming that you've been playing an afternoon game. We're fortunate in that we have three steak houses, a Chinese restaurant, and six fast food joints within a few miles of us.

The question of how to end the game should be settled before you begin. You should always try to play to at least

Fall 1906, but the longer you can keep going, the better. If there is going to be an arbitrary time limit, set it at once, but finish whatever move you're in the middle of when the time comes. Always try to end up on a Fall or Winter season. One artificial note that's introduced by time limits is that some players will make wild stabs on the last move, knowing that there can be no retaliation. The only defense I can suggest, other than never leaving yourself wide open, is to try to arrange an order of finish before that last move is made.

I consider the negotiations to decide who or which side has "won" to be one of the most interesting parts of the FTF game. When an Austrian player with just 11 units on the board can persuade the other players to agree that he has won, you know that you've met a real diplomat. You'll rarely see an 18 unit Rulebook victory in a FTF game. The later it gets, the more willing the players will be to settle for a draw or a joint victory between two allies. In my games, whatever arrangement the play can unanimously agree to is legal. As the host, you may have slightly more input than the others on how the game is to be concluded. Use your ingenuity to point out why a particular Power, or group of Powers, is inevitably going to win. Good luck!

## NOTICE!

Effective January, 1980 the subscription rate for DIPLOMACY WORLD will be increased to \$5.00 a year (four issues) for subscribers in the U.S. \$6.00 elsewhere. Foreign subscribers wishing to receive DW by Air Mail will be charged an extra \$3.00. All funds must be in U.S. currency. Sorry, but this is due to cost increases.

BACK ISSUES of DW are available for issues 2-4 (75¢) 7-11, 13-20 (\$1.25 each) from Walter Buchanan, R.R. #3, Box 324, Lebanon, Indiana 46052.

Issues 21, 22 (\$1.25 each) are available from Jerry Jones.

THANX



Not all of us were able to attend this year's DipCon. Steve McLendon was one of the fortunate ones who attended. Here is a brief capsule summary of his trip so you can get an idea of what we missed.

# My

# Summer

# Vacation

Steve McLendon

It is the main event. It is a time for the gathering of the Diplomatic clan - the famous, and the infamous; the experts and the novices; the knives and the backs. This was DipCon, and a time to apply the face to the voice or letter, a time to meet new faces and to renew old friendships.

I had missed three DipCons in a row, my last being in 1975, so I started making plans early to attend this one. Pennsylvania is indeed a far piece from Texas, so Connye and I just decided to plan our entire vacation around it.

DipCon was to be a part of Origins, and the whole shebang was held at Widener College, located in some hole-in-the wall town called Chester, just outside of Philadelphia. We got there a day early as I figured it may take awhile to find our way around and become familiar with the place. I was right.

On Friday the convention began in earnest. The exhibit hall opened and some of the other tournaments got underway. The college campus was fairly spread out and the events were located in various buildings. But registration and most of the tournament sites and the dorms were centrally located. The exhibit hall, however, was way across campus and one had to either drive or take a 20 minute walk to get to it. I guess the reason

for this was that the campus gymnasium was the only building large enough to accomodate all of the exhibits. All things considered, this arrangement worked out fairly well.

Friday afternoon Bob Sergeant arrived and he and I met at the exhibit hall. Here was a place you could spend hours and hours and never get bored. Games galore and miniatures all over the place!

Wandering around the exhibit hall we ran into Dave Crockett, and I met him for the first time although he and I had talked on the phone on numerous occasions. We also ran across Walter Blank and Mike Rocamora. Already the trip was beginning to pay off.

That evening Bob and I went back to his dorm and we really started running into familiar names - Fred Hyatt, Lee Kendter Sr. & Jr., Jim Yerkey, Vernon Schaller, Matt Roswurm, Jack Brawner, and John Boyer - to name but a few. Board games were going on everywhere you looked. If you had a particular game you wanted to play, there was certainly no trouble in finding playing partners.

That evening, a bunch of us got together and played a game of Fred Hyatt's Colonia V. Myself, Bob Sergeant, John Boyer, Lee Kendter Sr. & Jr., Phil Cooper, Karl Schutez, Bruce Linsey, Jim Yerkey, and Vernon Schaller were all involved with Fred acting as gamesmaster and Jack Brawner acting as Kibitzer-at-large. Stabs and counter-stabs were in abundant supply even between the closest of friends as a grand time was had by all. At conventions of this sort the extracurricular activities are usually the most fun and this one was certainly no exception. Now that I look back on it, for me this was the highlight of the entire weekend.

The next morning, Saturday, the Diplomacy Tournament began. It was to be a 3-round affair with two rounds scheduled for that day with the final round on Sunday. What a gathering we had! In addition to the names previously mentioned, I met Mark Berch for the first time, and Rod Walker, Fred Davis, Eric Verheiden, Robert Sacks, Cal White, John Kador, Scott Marley, and Roy Smith. Also around at some time or another, whom I didn't get a chance to meet, were John Boardman and Dennis Agosta. Noticeable absent, and it is a pity, were Walt Buchanan, Doug Beyerlein and (sic) Jerry Jones. Maybe next year in Michigan.

The tournament began. If you've never been to one of these things, played FTF with about ten other games going on at the same time, you're really missing

an experience. What fun! The games were spread out among two or three different rooms. I got a kick out of wandering from my own game (when time permitted) to the others to see how they were going. The first round was really the most enjoyable for me, as I met two particularly interesting individuals, Brain Alden and Larry Boudin. We had a great game and I really enjoyed playing with these fellows.

And that's what these things are all about - meeting new people, forming new friendships, seeing old friends, playing games and just having a general all around good time; win or lose. And it puts the cherry on the top to have guys like John Boyer and his able assistants around to keep the tournament organized and running smoothly. I do not regret one iota making the long trip from Texas to Pennsylvania to participate in this, the hobby's showpiece. And I already look forward to next year in Michigan.

Mark Berch was one of John Boyer's assistants during the DipCon tournament. He will now give us some of his

## First Impressions

"OK, everybody get in a line and fill out these cards. Indicate if you have a set...gee, that's a familiar address. It seems like I've been sending you orders for decades...let me explain the scoring system. Each game is worth 60 points...(blah, blah, blah)...Any questions? Two people getting to the winning 12? If they tie, they alone draw. If not, then the guy with 13 wins and the guy with 12 weeps... (dozens of names read out, many mangled horribly)...we've got 5 people left over. We'll wait 10 minutes for someone else... Yes, a F Lyo can support F Gas-Spa(nc). Because F Lyo can move to Spain. Yes, I'm quite sure about that..."A" Aeg-Ion. We'll allow that but please label your units better...where are you guys? SO3? You should be in SO4, you'll have to pick up the pace...This is your first

tournament? Your first Dippy game? I didn't do well in my first game either. No, a dislodged unit can't ever give support...Somebody is threatening to throw the game to the leader unless you do something you don't want to do? Perfectly ethical. That's your problem. I know your board started relatively late, but you haven't done any catching up at all...Yes, you can retreat a fleet off the board...Someone has to leave you want his position to be taken over by an eliminated player? I don't think that's a good idea. No one objects! Well, let me consult with John and Roy (it was permitted)...Yes 1907 is too early, but that's all we have time for. Yes, you can both give and receive support in the season...This board is too far behind. All negotiations must end at 1:05 PM, with 2 minutes to write orders. I'll be back to check....We put Russia into CD. Its permanent order are...If you want to move your game door, it's a lot cooler there...Yes, know A Rum-Bud would be idiotic, but I wrote "A Rum-Bul and that could mean or Bul so we can't allow it...You have to actually dislodge a fleet to disrupt a convoy. No, the fact that you've played it that way won't matter...No, won't give out any scores after the first two rounds...(complaint, complaint)... (confer, confer)...OK, we will give you the best-country-so-far-numbers...(more complaints)...alright, no figures, period...We've got the six winners for the Top Board, where is the last guy. Somebody check the hall for him...No, we can't wait, where's the 8th ranked guy; put him in...The score sheet was filled out wrong and you really had 10 centers, not 10? And you can prove it. Yes, that cost you best Italy but the nothing we can do about it, the results are already turned in to the Origins people...WHAT? We don't have any \$\$\$ left over...see you guys next year. Well, I'll just play then...

# # #

((Where have I heard most of those before? Mark, forget about getting away from some of those questions by just playing. You'll still get asked. ((For a future article in DW, it would not be a bad idea to talk about some of the rules for Diplomacy. While most of the postal players are familiar with the rules from "daily" playing, they would be suprised at some of the rule interpretations made at conventions by those who do not play the game on a regular basis.))

# DipCon Photo Album



John Boyer (L) and Mark Berch (R) discuss the tournament rules.



Rod Walker (R) has just informed Fred Davis (L) that the rules committee decided not to use one of Fred's variant designs on the Top Board.



Looks like someone has just told Karl Schuetz how I play Turkey. Vern Schaller just stares in disbelief.



Here Mark Berch records the negotiations between two of the players on the Top Board.



Eric Verheiden and Robert Sacks held the first DipCon look-alike contest. It ended in a draw when it was decided that neither one looked like the other.



Cal White (center) shows what the best dressed Dip player is wearing this year. It would appear that Cal lost his shirt in the first round. That's Scott Marley on the extreme left and sitting to his left is Eric Verheiden.



John Kador (left) is just completing his first payment to Karl for his support into Belgium.



Mark Berch was on hand to give a five hour discussion on the advantages of A Con-Bul.



Steve McLendon is trying to remind himself there's "Always Michigan next year

Photos by John Kador, Scott Marley and Steve McLendon.

# Beware of English

## Bearing Gifts

A REPLY TO LELAND HARMON

MARK BERCH

Writing a full scale diplomatic puzzle, as Nicky Palmer did in DW #17 and Leland Harmon did in #22 is very difficult to do. I tried it once a little while back, setting out the board situation and sketching out some letters and a series of questions. I picked it up about a month later and pretended I was a DW reader. I did quite poorly. Why should I design a puzzle that makes me look bad even to myself? It is much harder to create such a puzzle than to criticize it which, alas, is what I'm about to do.

Altho I agree with the great majority of what he says, especially his evaluations of A and F, I differ on his reaction to the English letter, and I do not think that his plan should be accepted. You might want to have a look at it to refresh your memory. This letter is just too good to be true.

You are a brand new German player, haven't even written the others. and yet England suggests moves which unnecessarily expose himself to a German stab, and will provoke France without gaining even one French center.

Note F Swe-Bot. This exposes England to the hasty F Bal C A Ber-Swe!

England cannot retake Swe if G chooses to defend with F Bal S A Swe. If the move to StP had failed, and E still wants to support himself into StP, F Nth may have to be detailed to cover Nwy because of the risk of A Swe-Nwy, F Bal-Swe! Or, Germany may delay his convoy until Fall. Further this risk is quite unnecessary for two reasons: 1) Russia is unlikely to block with A Mos-StP, so support should be unneeded. R has no future in the north. Besides, R wrote you that he would not contest StP. Surely he told E that too, or is willing to let E know it by not keeping it a secret. 2) If he wants support, he can have it without risking a G stab: F Nwy-Bar; F Nth C A Yor-Nwy.

England also proposes to reverse his western previous stance, attack France with limited force and little prospect of taking a center in '03. Pressing the attack in '04 will require some German help, which may well not be forth coming if G sends his armies south in force.

In short, I would view the letter as almost certainly insincere. Accordingly, Harmon's advice to "stick with England and pray" is just not realistic.

Leland provided for a phone call. This should go to England, gently rejecting his offer. Counter by offering him support to Belgium! Ask nothing specific in return, other than that he stick with F Lon-Eng. Remember, your goal is to offer him an attractive alternative to the E-F alliance.

Doubtless E will ask you why you're turning down Bel. This is the time to turn on the charm! Your principle reason is that while a center is nice, and you'd like it back eventually, gaining an appreciative ally is much more useful. Make it clear that you have no intention of fighting Austria all out 'til you have seen that you have a western ally, and that France looks like he's allied with Austria. Supporting a neighbor into a center is a classic way of starting an alliance.

Toss in other reasons as well. Supporting E is no skin off your back because A Hol S A Mun-Ruh is likely to be cut by A Bel or the non-allied English, so why do it? You expect one build "from the east" and a second is not really essential. Further, you might not even have 2 home centers open for a build. Evidence of E-G cooperation should be of some encouragement to Italy.

Some of these reasons ought to hit home - after all, every one is at least partially true! England will be able to add a few reasons of his own. After all, a F '03 stab of G is still quite possible, with A Bur S ENG A Bel-Ruh, plus French re-entry into Bel, and picking off Den from an unprepared Germany.

Also, Leland thinks that France is certainly offering Hol to E but I personally doubt it! France could say to England: "Look, you're probably getting both Den (I can cut support from Kiel with A Hol-Kie if need be) and StP. I get just Rome, and only if that shifty Austrian helps me, which he really does not have to do. And since I probably ought to do F Lyo-Tyr to foil AUS F Tyr S A Rom-Tus, I risk losing Lyon. So I need the center much more than you do. I need to be certain I can build F Mar.

Do you really need three builds?" Note that three builds is entirely feasible for E against an unprepared G, as he convicts (with support) into Den in the Spring and takes Bel and StP in the Fall (tho the latter can be delayed). With Hol and Den secure, he has the inside track to Kiel and with F Swe-Bal in S04, Ber as well. France must content himself with Mun and may have to fight Aus for it. Finally, note that even if France is offering England Holland, my logic holds. You must offer England something substantial to get him to turn down such an offer from France.

When it comes to writing orders, again, even if E has accepted your phone call, there's a good chance he'll stab anyway. But will he use his F Nth in the Den or Bel sector?? The latter is a little more likely, methinks. F Swe will probably have to stay put to avoid losing Swe - after all, he has tempted G by announcing his departure to Bot. You'll have to take some risks here, but these risks are justifiable in light of the good position you'll get if things turn out OK.

A Hol S ENG A Yor; F Nth-Bel is indicated unless E turns down your telephone offer, in which case A Hol S A Mun-Ruh.

Also, A Mun-Ruh, A Sil-Mun, A War-Gal, F Bal C A Ber-Den! If you are certain of English help, you might gamble with A Sil-Boh. Kiel is left open for a retreat. If the convoy to Den succeeds your position is quite strong against E/F even tho you lost Hol. Den cannot be taken in F03 and indeed, if F Nwy-StP succeeds England must guess correctly to keep you from taking Sweden.

If he has cooperated by taking Bel, he is less likely to stab in F03 as Den is now out of reach. Explain that you said you'd cover Den but you didn't say how. Point out that G has no fleet bordering the Nth Sea.

Note that only one unit has been sent South. This is an acceptable risk. Your immediate problem is E-F; Austria is more of a long term problem. You must graphically serve notice on E/F that you will not seriously contest Austria unless you have an ally up north. Your most serious "threat" to F and E is to allow Aus to grow unchecked. Don't throw that asset away until you see some evidence of good faith!

Finally, the southeast is not quite as grim as Harmon makes it out to be. I agree that Aus will stab T in F03. But you have a potent weapon - Austria's letter to you asking that you not attack

R in S03. Send this letter to Turkey. Altho passing letters should be done with great caution, you have a valid reason. To explain to T why you didn't do as I asked. Since T seems a little slow, spell it out to him:

"Altho I would have liked to participate in the T-A-G attack on Russia, I didn't because Austria's letter to me (see enclosed) indicated that he had a very different idea. While your plan and my plan would both give me Mos in F03, his plan would render your S03 attack on Sev utterly pointless. From this I concluded that Austria does not want you to take Sev (since he asked me not to A War-Mos), and thus you will be stable in F03..." There is a good chance that Turkey will buy this reasoning because 1) You've shown him the letter and 2) he knows that, with no German help, he can't take Sev at all.

Finally, Italy should take heart when he sees that 1) his enemy F has been attacked by E/G, 2) G is now free to move on A, and began to do so with A War-Gal.

I'm not saying that my moves are better than Leland's. But I think that England's offer is unlikely to be sincere and G should keep his eyes north in S0

## A Plea for Parity

LELAND HARMON

Mark Berch raises some interesting and valid questions in his article. And why not? This would be a very dull hobby if everyone were able to agree on tactics. Even in such a booked up hobby as Chess, there are preferences of playing styles among contestants.

Mark sent a copy of his article to me, and asked if I would comment. It so happens I DO feel compelled to defend my analysis! I will do what I can to explain my reasoning.

1) Mark feels that France is very unlikely to support England into Belgium. His logic is that France should be complaining about his lack of power in the

South; England's possible three builds stand out harshly against his unlikely capture of Rome.

Mark has a valid point. However, I still hold by my irrelevant statement that it is England who will take Holland in the case of an E/F alliance, and that France is surely now writing England offering support. My logic is as follows:

I think it is agreed that England and Germany were formerly allied, and that France is now in the process of upsetting this alliance, attempting to take advantage of the standby. However, France would be foolish to expect full parity! He must recognize that England is in demand. He must realize that the new German player will surely come to terms with Russia, and turn to face the western crisis. Russia is undoubtedly a good diplomat; he will be able to talk his way into a peace arrangement with Germany when it is surely in Germany's best interest to protect his Western border.

Germany's armies cannot attack England; however, they may prove very tempting to England in the way of an anti-French movement. And Germany should surely be writing England immediately offering just that. England has the choice between Germany and France as an ally, and the fact that neither party can easily attack England enhances his freedom of choice. His build of F Lon overemphasises this point, and should prove humbling to France.

Second, it appears to me as if England should not go for all three centers. If his F Nwy is used to take StP, he has no assurance whatsoever of getting both Den and Hol, let alone StP. For that matter, there is no hurry in taking StP anyway if England has no alliance with Germany so as to press the attack further. The only way E/F can be sure of both Den and Hol in 1903 is with an English F Nwy-Ska in the Spring. The primary objective of their alliance must be Germany's liquidation.

If France obtains Rome as expected (and England claims Denmark and convoys to Holland), there will then be a 7-7 ratio between the two countries. He had better not complain...suggesting an 8-6 or even 8-7 ratio may net an Anglo-German alliance immediately. Moreover, his presence in Belgium in the first place is with English consent!

2) Mark suggests that Germany has a powerful weapon in his letter from Aus; that sending it to Turkey may prove

effective. I feel that it is possible, but doubtful. Austria's letter does NOT suggest that you refrain from attacking Russia. What it suggests is that you set up a guaranteed capture of Mos for the Fall. It is unlikely that Austria has sent Turkey a detailed plan concerning Sev, when he is trying to set up a stab. Rather, in his correspondence to Turkey, he will simply assume an understanding that Sev belongs to Turkey. It is doubtful that Turkey's passive, devil-may-care attitude will permit a questioning of Austria's sincerity. After all, Austria IS attacking Russia still, and Sev IS the next step in Russia's funeral procession.

Turkey will read the letter, see that Austria is moving to Ukr as promised and that Sev is a pushover in the Fall, and be quite content.

3) Mark protests that England's letter is completely fraud, and that Germany, in his phone conversation with England should refuse the plan and offer support into Belgium. Here I must concede and say that Mark is completely correct. His flawless intuition requires no elaboration.

However, he goes on to say that one army moving vs. Austria is proper. This choice must be concluded as purely personal preference. One army will not take a center, but will only succeed in snaring a game-long enemy because you have likely delayed Austria's planned attack on Turkey.

The situation in the South is a ticklish subject; Germany is unlikely to have a Turk ally until Austria's stab is actually fulfilled, and yet to allow Aus to dominate the South beyond question is no solution either. In regards to the actual orders, I cannot argue with Mark's defensive decision toward England. I, myself, am of the "all or nothing" sort, and if I see a glimmer of hope, I will risk all to reach it. Here, that glimmer is ONLY in the possibility of England remaining loyal; once that is decided, my preposed moves were based upon the assumption that he would. Perhaps the majority would agree with Mark...I cannot hide the fact that the puzzle was rated according to my own values and experience.

In conclusion, I feel compelled to thank Mark for an interesting discussion that, I am sure, has benefited not only me.



## Some Impressions of "The Game of Diplomacy"

I was pleased that my Diplomacy Games and Variants booklet was published a few days before Rod Walker's Gamers Guide to Diplomacy, but we've both been "one-upped" by publication, in January, of a hardcover book about Diplomacy by Richard Sharp: The Game of Diplomacy. It is a typical hard-bound book with attractive dustjacket and large print; with 150 pages of text it runs to twice as many words as the Guide. The dustjacket states that the "price in UK only" is £7.50 (over 15 dollars).

The chapters are: Fundamentals, "The Smyler with the Knyf under the Cloke", More about tactics, one chapter on each country, Introduction to Postal Diplomacy, Vive la Difference, and Variants. The sections about playing the game, particularly about individual countries, make fascinating contrast with Rod Walker's treatment; one can see that great scope remains for careful studies of strategy, though most articles in fanzines are unlikely to say anything one can't find in Guide and Game. The prospects for a novice player now contrast sharply with prospects 10 years ago. When I started to play it was hard to find ftf opponents--I had won two postal games before I ever played a 7-person game ftf--and articles about play were virtually non-existent. Now novices have DW, Mark Berch's zine, Walker, and (if they can afford it) Sharp to turn to for advice, and ftf opponents are often easy to find.

The best chapter is Difference, which amusingly describes many of the ploys, hoaxes, forgeries, and other unusual incidents of postal play. While most of it won't apply to ftf games ftf players should still find it stimulating. The worst chapter is the last,

on variants. Sharp reputedly dislikes variants except his own, but the chapter belies that reputation. Nonetheless, there are many inaccuracies of fact and peculiar opinions about games, and Sharp indulges yankophobia when he maligns "mad American" who threaten legal proceedings against one who so much as mentions "any variant they have designed." I know virtually all American variant designers but I've never heard of anything like this. Rod Walker, Dick Vedder, John Leeder, and other top designers are dismissed or ignored although at least Fred Davis receives his share. There is no advice on the differences between ftf and postal variant play, either. At least there is a 13 page discussion of variants, however uneven.

Surprisingly, neither DG&V nor GGI are mentioned even though Game appeared six months later; perhaps there was a long delay between submission of manuscript and publication. Also, no credit or acknowledgement is given to Avalon Hill for their trademark: I wonder if the publishers of this book paid AH for the use of the trademark, as the publishers of DG&V have done? This is a most interesting question, for if Arthur Barker Ltd. have managed to get away with this, without facing legal action, then publisher of any Diplomacy material can ignore AH without fear of action, outside the USA at least.

In general, Walker covers more topics despite having fewer words to work with, and he takes a more relaxed attitude toward varying styles of play. Sharp aims at people who play the way he does, and calls anything else weak, though many people who play a "weak" style win plenty of games. Sharp and Walker are both excellent writers and experienced players of course. (I was amused that Sharp claims on the dustjacket to be the 1974 European Diplomacy champion. I think he must be laughing up his sleeve, since this was the result of a single game (I told) at a Belgian minicon that year. "Champion" indeed...)

I suppose that if you can afford to play many postal Diplomacy games, you can afford to buy the book. If you must choose, though, Walker is a much better value for the money, though naturally Sharp's book is a better physical product. I hope British players will try to persuade local libraries to buy Game, for the first chapter more or less duplicates the rules of Diplomacy (not in so many words) and game fans coming across it on library shelves might become interested enough to buy the game itself.



The latest issue of EVERYTHING arrived a few weeks back and I thought that it would be a nice idea to list the winners (18 centers or voted concession) of the latest finished games. And that's what the list following these sentence's is.

Out of 115 finished games (one was rated irregular) 65 games ended with one winner. That's to say that over 55% of the completed games ended with the ultimate in Dippydom. To be frank, that's higher than I had expected but lower than I'd hoped for. Nevertheless it's not too bad. Here is a chart of the various outcomes and the percentage of the total games that they were the final outcome.

Winner	65	57.20%
2-player draw	16	14.80%
3-player draw	17	14.96%
4-player draw	10	8.80%
5-player draw	5	4.40%
6-player draw	1	0.88%
7-player draw	0	0.00%

As for individual countries, as expected, Russia came out on top with 30% of the wins. Russia won two games for every one of her closest competitors. The biggest shock was poor ol' Germany. She won but two games out of 35. (Mark, looks like you'd better get to work! Seems like we need some insight to Germany.) Here is a chart of the individual Powers and the percentage of wins that they were in.

Austria	7 games	10.24%
England	10 games	15.40%
France	9 games	13.86%
Germany	2 games	3.08%
Italy	7 games	10.24%
Russia	20 games	30.80%
Turkey	10 games	15.40%

It seems that David Crockett won more games than Germany did. Dave is listed in EVERYTHING as having won six games. Two as England, two as France and two as Russia. While most of us are happy with one win once and awhile, (note: 14th name from the bottom of the list) Dave's got himself six in one issue!

Anyway, here are the names of the winners and if they are a subscriber to DW I have included with their copy of DW a Certificate so they can display their win.

PLAYER	ZINE	COUNTRY
James Cleveland	Swlabr	E
Phil Harding	Swlabr	I
Bob Bawtinheimer	Runestone	E
Ron Kelly	Kaissa	R
Mike Hudec	Claw & Fang	T
Jeff Dow	ADAG	T
Ron Kelly	Moravian Dynasty	T
Steve Norris	Runestone	R
Mike Boggs	ADAG	R
Walter Blank	Arrakis	F
Dave Grabar	Arrakis	A
Lee Kendter Sr.	Tetracuspide	R
Tom Ripper	Tetracuspide	R
Sheldon Kahan	Claw & Fang	T
Doug Hollingsworth	Arrakis	F
Konrad Baumeister	Claw & Fang	F
Jim Bumpas	Centurion	T
Alan Rowland	Tetracuspide	T
Dave Crockett	EFIGART	E
Dave Crockett	Black Sheep	E
Bill Young	Command	R
Steve Cartier	ADAG	I
Steve McLendon	The Flying Orphan	R
Tony Watson	Command	R
Brad Hessel	St Geo & the Dragon	A
Ron Kelly	The Flying Orphan	A
Dave Crockett	Zeppelin	F
Tom Ripper	Arrakis	T
R. Trevor Baillie	Runestone	F
Ron Kelly	Rebus Sic Stanticus	E
Bob Fabry	Claw & Fang	R
Jack Brawner	Graustark	R
David Crockett	Claw & Fang	F
Steve McLendon	St Geo & the Dragon	G
Steve Decker	EFIGART	F
Peter Schreiber	Batoche	A
Thomas Thorsen	Graustark	I
Konrad Baumeister	Why Me?	E
Dave Ditter	The Exponent	I
Mark Berch	Rebus Sic Stanticus	I
Harvey Falk III	Warmonger	E
Steve Heinowski	Command	R
H D Bassett	Claw & Fang	R
Thom Slaughter	Western Star Dippy	E
Lee Kendter Sr.	Dragon & the Lamb	T
Paul Thomas	The Flying Orphan	I
Ben Zablocki	Command	A
Ron Salcedo	Graustark	R
Jack Frost	Western Star Dippy	E
Arnold Trembley	Brouhaha	E
Bob Fabry	Graustark	R
Jerry Jones	Brouhaha	I
Michael Lariton	Graustark	I
Dave Crockett	Western Star Dippy	R
Dave Crockett	Western Star Dippy	R
Tom Sherwood	LDNS	A
Chuck Spiekerman	Liberterrean	T
John Michalski	Liberterrean	R
Jim Bumpas	LDNS	A
Craig Reges	LDNS	G
Kevin Combs	The Swamp	R
Dave Ditter	Brutus Bulletin	F
Rick Kassel	Brutus Bulletin	R
Lee Kendter Sr.	Claw & Fang	T
Bill Bryg	Liberterrean	R

# N.A. DEMO GAME.....

## 1978-IM

Gamemaster: Eric Verheiden

Summer 1902

GERMANY: A Pol P Kiel

RUSSIA: F Pum R OTB

Fall 1902 - Utter Confusion Sets In

AUSTRIA: (Gregg Gallagher) A Gal-Bud, A Vie S A Gal-Bud, A ~~Ser~~ (d) S F Gre, F ~~Gre~~ (d) S TUR F Aeg-Ion?

ENGLAND: (Bob Fabry) A ~~Nwy~~ (A) H, F Bar S A Nwy, F Edi-Nth, F Hol S CER A Den-Kie

FRANCE: (Don Bingle) A Ruh-Kie, A Bel-Puh, A Pic-Bel, A Bur-Mun, F Por H, F Spa sc-Mid

GERMANY: (Bernie Oaklyn) F Ska-Nwy, A Den-Kie, A Kie-Mun, A Ber S A Kie-Mun

ITALY: (Lee Kendter Sr.) A Tri S TUR A Rum-Ser, A Ven S A Tri, A Tun-Gre,

F Ion C A Tun-Gre, F Tyn S F Ion

RUSSIA (Don Ditter) F Swe S GER F Ska-Nwy, A StP S GER F Ska-Nwy, A Fin S A StP A Sil-War, A Ukr-Rum

TURKEY: (Jerry Jones) A Rum-Ser, A Bul S A Pum-Ser, F Bla-Rum, F Aeg S ITA A Tun-Gre.

Supply Chart:

Austria: Vie, Bud, ~~Ser~~, ~~Gre~~...2...Remove 2

England: Home ~~Nwy~~, Hol...4...Build 1

France: Home Bel, Spa, ~~Mun~~, Por...6...Even

Germany: Ber, Kie, Den, ~~Hol~~, ~~Mun~~, Nwy...5...Build 1 (no room, will be one short)

Italy: Home Tri, Tun, Gre...6...Build 1

Russia: Home Swe, Rum...6...Build 1

Turkey: Home Bul, Ser...5...Build 1

Winter 1902 - Winter Freeze Sets In

AUSTRIA: NRR A Ser & F Gre R OTB

GERMANY: No room to build

ENGLAND: Build A Edi

ITALY: Build A Rom

FRANCE: No change

RUSSIA: Build A Sev

TURKEY: Build A Con

Spring 1903 - Austrian Leader Abdicates, England on Verge

AUSTRIA: A Vie S A Bud, A Bud S A Vie

ENGLAND: (NMR - Ron Kelly) F Hol-Kie, A Edi-Nwy, F Nth C A Edi-Nwy, F Bar S A Edi-Nwy

FRANCE: F Mid-Nat, F Por-Mid, A Pic S A Bel, A Bel S A Ruh, A Ruh S A Bel, A Bur S A Ruh.

GERMANY: F Nwy-Nwg, A Kie-Den, A Ber-Kie, A Mun S A Ber-Kie, A ~~Bal-Sye~~, A ~~Bol-Fin~~

ITALY: A Ven-Tyo, A Rom-Ven, A Tri S TUR A Ser-Bud, F Ion-Adr, F Tun-Ion, A Gre H.

RUSSIA: F Swe-Nwy, A Fin S F Swe-Nwy, A StP S F Swe-Nwy, A War-Gal, A Sev-Rum A Ukr H

TURKEY: F Aeg H, A Ser-Bud, A Bul-Ser, F Bla-Con, A Con-Bul

Fall 1903 - Southern Powers Head North

AUSTRIA: (Russell Fox) A Vie S A Bud, A Bul S A Vie.  
 ENGLAND: F Bar-Nwy, F Nth S F Bar-Nwy, A Edi H, F Hol-Kie  
 FRANCE: F NAT-Lpl, F Mid-Eng, A Pic S A Bel, A Bel S ENG F Hol?, A Ruh-Mun,  
 A Bur S A Ruh-Mun.  
 GERMANY: F Nwg-Nth, A Den H, A Kie-Hol, A ~~Mun~~ (d)- Tyr  
 ITALY: A Gre H, F Ion S A Gre, A Tri-Vie, A Tyr S A Tri-Vie, A Ven-Tri,  
 F Adr S A Ven-Tri.  
 RUSSIA: F Nwy S GER F Nwg-Nth, A Fin S F Nwy, A StP-Mos, A Gal-Bud, A Ukr-Gal,  
 A ~~Mun~~ (A) S A Gal-Bud  
 TURKEY: A Bul-Rum, A Ser S A Bul-Rum, A Con-Sev, F Bla C A Con-Sev, F Aeg H.

Supply Chart:

Austria: Vie, Bud...2...Even  
 England: Edi, Lon, Hol, ~~Lpl~~...3...Remove 1  
 France: Home Bel, Spa, Por, Lpl, Mun...8...Build 2  
 Germany: Kie, Ber, Den, ~~Mun~~, ~~Nwy~~...3...Remove 1  
 Italy: Home Tri, Tun, Gre...6...Even  
 Russia: StP, War, Mos, Swe, Nwy, ~~Sev~~, ~~Mun~~...5...Even  
 Turkey: Home Bul, Ser, Rum, Sev...7...Build 2

Winter 1903 - Baaaaahd Winter for Sheep

AUSTRIA: No change  
 ENGLAND: Removes F Bar  
 FRANCE: Builds A Par & F Bre  
 GERMANY: A Mun R Ber, removes F Nwg  
 ITALY: No change  
 RUSSIA: No change  
 TURKEY: Builds F Smy & A Con

Spring 1904

Dissention in the Eastern Ranks

AUSTRIA: A Vie S A Bud, A Bud S A Vie  
 ENGLAND: (NMR-via Ron Kelly) A Edi-Lpl, F Nth-Lon, F Hol-Nth.  
 FRANCE: F Lpl-Cly, F Eng-Wal, F Bre-Eng, A Pic-Bel, A Bel-Ruh, A Mun S A Bel-Ruh,  
 A Bur S A Mun, A Par-Pic  
 GERMANY: A Ber-Sil, A Kie-Ber, A Den-Kie  
 ITALY: A Tyo H, A Tri-Ser, A Gre S A Tri-Ser, F Adr-Alb, F Ion S A Gre,  
 A Ven-Tri  
 RUSSIA: F Nwy H, A Fin-Swe, A Mos-Sev, A Gal-Rum, A Ukr S A Gal-Rum  
 TURKEY: A ~~Sev~~ (A) S A Con-Bul, A Con-Bul, A ~~Mun~~ (A) S RUSSIAN A Gal-Bud?,  
 A Sev S A Rum, F Bla-Con, F Aeg H, F Smy-Eas

1978-IM, DEMO GAME ANALYSIS

"THE DECISIVE YEARS"

Commentary by John Boyer

Introduction: In beginning this second part of a series of analyses on 1978-IM, I wish to state that I essentially agree with Mark Berch's analysis. The country at the end of Spring 1902 with the best position is easily France. The other players should by now have recognized that France was unopposed and would possibly become a super power quite rapidly. There appeared to be an Italian/Turkish combination against Austria and Russia

appeared to be going nowhere in particular. England and Germany posed the only threat to France, but Germany is weak. England and Russia, furthermore, are at war. The apparent alliance between France and England distinegrated when England suffers from missing moves and sloppy play...

Summer 1902: That Russia decided to retreat Fleet Rumania off the board, whether by lack of orders (or purpose, I think) or not, is significant as one considers Russia's voluntary exit from Sevastopol last season. It it possible that Russia has a secret ally in Turkey at this point of time!

Fall 1902: Austria found himself with-

out allies and the near destruction of this country has profound effect on the rest of the game. Of course, the immediate gains were to go to Italy and Turkey, but the long-term gains were to go to France! The Italian/Turkish alliance was to strategically draw Italy away from France, and, after Austria was mopped up where was Italy to go?

An interesting result possibly developing at this point of the game was the single chance of the East getting ahead of the West in that vital field of rapid growth. Usually, the Balkans remain unresolved for a period of time much further than, say, Fall 1903 or 1904. It is this single problem of the four countries in the Southeast portion of the board (Ita/Aus/Rus/Tur) in resolving and consolidating their conflicts which allows the smaller Western conflict to get ahead in their own regional fight. This is why England and France often does well.

The German stab of England by hitting Norway while getting help from Eng Fleet Holland helps slow down the West in their efforts to establish regional hegemony, however, it does help France more than anything else...Why France chose not to support an attack into Munich, I don't know. It is usually best to go for a direct attack. The move to Kiel against nothing in particular gained nothing! Unless, of course, France expected help from England. If so, England failed to deliver and this should begin to weaken the French/English cooperation shown to date. But! France moved to the Mid-Atlantic Ocean and this clearly indicates a threat of some kind to England. Combine the two moves and one can gather that France is now on his own against both England and Germany.

England suffered a loss in Norway and is going to go downhill since he has no ally.

The other tangible result of this season is the strengthening of the Russian Motherland against Turkey. Russian moves seems to show an active Northern offensive with a passive Southern offensive, and possibly just a defense.

Italy and Turkey have a working alliance, it would seem, and they should be able to finish off Austria fairly soon. If so, their alliance will be able to offer France and Russia equal competition and provide for an exciting two on two game. But, they will definitely have to finish Austria off quickly and Italy will have to see the advantages of turning around and attacking France. Otherwise, Italy will have to fight Turkey in what would usually be a long, drawn-out affair

in which case, only Russia or France would profit!

Winter 1902: It is very interesting to note that all builds were army builds! The English build of Army Edinburgh is, I feel, a very poor build. Unless a doublecross of Germany is in the cards Norway (with Russian help), England has absolutely no chances in Scandinavia and has opened up his rear to a French conveyor sea invasion!

Italy, Russia and Turkey all built armies. Sounds like a lot of people are going to have dinner in Vienna! Oh yes Austria chose to NMP. Well, his position is shattered and we can all sympathize with his inevitable plight. Anyone for Viennese Waltzes?

More ominous: Who's watching France?

Spring 1903: The big news this season that Austria has a new leader and survived. This survival is only going to help France by giving that country more time as the Eastern countries continue to batter each other around without reaching results...

Russia has begun an aggressive campaign in both North and South! I was surprised to see him take Rumania without resistance, but then it could very well mean that Turkey will prefer Russia for long-range ally over Italy and has decided to give Rumania back to Russia. The fact that Italy has chosen to cover the Ionian Sea means he trusts France more than Turkey. Still, there is a crowd and it is still anyone's guess who will be the odd man out and follow Austria...

France has decided to erect the Maginot line. He is pressing a sea invasion of England, but, of course, England asked for it by building Army Edinburgh last Winter! Russia has taken Norway for himself as a result of Germany's stab of England. See what stabbing gets you? Nothing! Germany apparently has a tacit non-aggression pact with France, but his strategic position in lying between two powerful countries (Fra/Rus) never was historically good news for Germany. What if France attacks England, Russia will move on to England also? Germany is playing a touchy game and with his stab will others trust him in the future?

So, what we have here is an unopposed France doing whatever he pleases (even building expensive Maginot Lines), looming as a long-range superpower. And, we have a Russia that is also unopposed! These two, if allied, could easily sweep the board except for one fact: Italy and Turkey have a fast jump on Austria and will soon be able to turn elsewhere. Clearly

the key is how fast Austria will fall, But, and this is a very big but...Italy can't hit France quickly and can only collide with Turkey. Turkey has to choose between Russia and Italy for an ally. His best chances for himself is with a Russian ally. On the other hand, the best chances for Russia is an Italian ally! Italy will probably get help from Russia, but Italy won't be able to get very far what with Russia very strong (or Turkey very strong) in the Southeast and a powerful France in the West.

This game is now shaping up as a two-way race between France and Russia!

Fall 1903: (This season, in retrospect, was the whole crucial ball of wax.) A big influence is Germany making funny moves. Why move to Tyrolia? As a result of not holding Munich with support, he lost the city to France. The Maginot Line sprung a surprise trap! The French have now definitely proved they will help no one except themselves--if you are in his way, watch out!

Meanwhile, Russia gambled and lost. I don't completely understand the Russian southern orders, but he must have felt he could have trusted the Turk to not attack for another season. If so, Russia would have been sitting very pretty indeed. Alas, instead it turned out bad! As we go along here all these results are piling up brownie points for France! At any rate, Turkey saw the handwriting on the wall and struck out viciously against Russia. Perhaps Turkey and Italy do have a strong alliance, but it is the worst one to have in a game with an unopposed France! Why is everyone so nice to France???

Whereas Russia and France could have raced for victory, it has (because of the lost gamble) narrowed down to a French win. That Austria is still in the game is amazing, but the longer he survives the more certain the French win becomes...

Winter 1903: Only France and Turkey had builds and both built an army and a fleet each. The Turk builds indicate a 2-way front war against both Russia and Italy--not a very bright prospect! But, then Italy doesn't look like he will turn against France and what is Turkey supposed to do?

Let's face it, the chips are now falling France's way because he has Italy as an ally who is holding at bay Turkey who in turn is fighting Russia. Austria, is holding everyone at bay, somehow! Germany and England are ineffectual pigmies against French power...

The French builds, furthermore,

show that he will concentrate on Germany and England at the same time, leaving Italy to fight Turkey. France knows that Italy is helping him win so why stop him? That crucial funny German move of Army Munich to Tyrolia in Fall 1903 is what killed Italy's last chances in the game and iced the French win...

Spring 1904: The French are rolling forward while everyone else is sputtering of knifing. Open war has broken out between Italy and Turkey. Turkey lost Rumania back to Russia and stands to lose Sevastopol in the Fall. Meanwhile, Austria continues to doggedly hang on!

Germany is still making funny moves which is only helping France. There's not much more to say about this game! France will win unless a miracle happens to Italy or Russia...

Overall: From Spring 1902 to Spring 1904 the game shifted sharply from a possible 4-way fight between France, Russia, Italy and Turkey to a 2-way between Russia and France. Then, Russia gambled in the south and lost. Thus, it was reduced to a French win. Mainly, all this happened because Italy was successful against Austria, but not enough considering French successes. Germany influenced the French win conditions heavily with his "funny" moves that hurt Italy and later in withdrawing eastward away from French invasion forces! Germany's stab of England also sowed distrust and helped France in the long-run. Of course, shrewd alliance play plus a lot of luck elsewhere on the board helped France build up his dominating position.

Italy played well, but ran into bad luck and having both a strong Turkey and France is a definite no-no for Italian success. Russia started off well, but one gamble is all one needs to throw away his game!

As for Turkey, he was bottled in immediately when he went after Austria with Italian help and with Russia having no opposition in the North. This all proves, of course, that a strong country such as Turkey cannot win if a country decides to play funny moves (Germany), or a country decides to miss moves (England), or a good player decides to work with him and then against him (Italy). In this game, all of these factors worked to France's favor. He hardly had to work for his commanding lead. All he has to do now is play a sound tactical game and victory is his.

Moral? Win or lose, you must establish your strategic domination very early

in the game. The best way is get the other countries to attack each other in a merry-go-round while you yourself remain unopposed. Then, all you need is to play a sound tactical game and, presto!, you win! You also have to watch others play very closely and react quickly such as detecting poor or funny players who are likely to throw the game out of kilt. Anything that upsets the balance must be considered. And, you want to diplomatically upset the apple cart your way. Happy munching!

In conclusion, I predict a French win. Let me know!

Over to you, Randolph-

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IN AN ATTEMPT TO KEEP UP WITH SPI, DW  
PROUDLY PRESENTS:

## The Errata Sheet

Corrections to ANCIENT EMPIRES II (DW #1  
by John Lipscomb.

Correction to Map: In view of play balance there should be a land space between Icosium, Northwest Africa, Mauretania and Iberian Sea. Call this space "Fez". It is not a supply center, nor part of any major power.

### Additional Rules:

11) Two units may exchange positions. The letter "X" is used to show this. If two units move "through" each other and onto the other's original space, provided that the moves would otherwise succeed. e.g. New Carthage...F GAD X A MAU. Fleet Gades and army Mauretania exchange places with each other. If, however, Carthage had ordered A FEZ-MAU, then all units would remain in their original space. If the exchange involves two different major Power's units, then both Powers would have to separately write out the exchange order in order for it to succeed.

12) Any unit which retreats prior to a given move season (Spring or Fall) must be ordered to hold in that season.

13) Optional. At the beginning of the game there is a Winter 299 BC season. In this season the major Powers may build either a Fleet or an Army in each of their home supply centers, thus varying the starting position. A limit of one Fleet build per major Power should be set.

(Note that the game will retain most of its playbalance, unlike Regular Diplomacy)

# # #

((I do have copies of John's updated map and anyone wishing one should drop me 35¢ in stamps to cover printing and postage.--JHJ))

# Calhamer Point Count

## Rating System

DOUG HOLLINGSWORTH

The Calhamer Point Count Rating System is one of the simpler systems available to compare the performance of Diplomacy players. One point is awarded to each completed game divided equally among the players who share in the victory. Thus, if a player wins a game, he receives one Calhamer point; if he shares in a two-way draw, he is credited with  $\frac{1}{2}$  point, and so on.

As of June 1979, the following Diplomacy players comprised the Calhamer Point Count Top 50:

POINTS	PLAYER
31 7/15	Ronald Kelly
17 7/30	Edi Birsan
14 1/4	Andy Phillips
14 7/30	Doug Beyerlein
8 1/2	Brenton Ver Ploeg
8 5/12	Eric Verheiden
8 1/3	John Smythe
8 1/5	John Beshara
8 73/420	Joel Klein
8 1/12	Mike Rocamora
7 5/6	Walter Buchanan
7 37/60	Len Lakofka
7 1/5	Lewis Pulsipher
7 1/60	Steve Brooks
6 13/15	Randolph Smyth
6 5/6	Lee Kendter Sr.
6 47/60	Andy Davidson
6 9/20	Gene Prosnitz
6 11/30	Steve McLendon
6	Dave Crockett
5 3/4	Richard Walkerdine
5 2/3	John Boyer
5 8/15	Thomas Eller
5 1/2	Randy Bytwerk

5 5/12	Andrew Waldie
5 1/4	Tony Ball
5 1/6	Hal Naus
5 1/15	Charles Turner
5	Michael Lariton
	Arnold Vagts
4 11/12	John H. Fleming
4 5/6	Dave Ditter
	Jeff Power
4 3/4	Don Pitsch
4 37/60	Blair Cusack
4 1/2	Tom Ripper
4 5/12	John Weswig
4 1/3	Ray Evans
	Jerry Pournelle
4 1/4	John Stevens
	Tim Tilson
4 1/5	Conrad von Metzke
4 1/6	Mike Goldstein
4	Tim Roberts
	Pete Swanson
	Buddy Tretick
	Charles Wells
3 19/20	John McKeon
3 5/6	Allan Owens
3 47/60	Doug Hollingsworth



This space is blank because you didn't write for DW. If you don't feel qualified to write but have an idea for an article, let me know your idea and I'll find someone who will can write it.

REMEMBER: Only you can prevent blank spaces.

# CDO

## Code of Ethics

### for GM's

The CDO (Canadian Diplomacy Organization) has come up with a Code of Ethics for their Gamemasters. It is a sound idea and one worth reviewing. So with that in mind, here is the CDO Gamemasters' Code of Ethics.

Preamble: This Code was developed by the CDO Ombudsman and his Advisory Committee for use by the Ombudsman as a guideline when considering complaints against gamemasters. It is recommended that each CDO-member GM adopt the Code and provide a copy to players in games he GMs, along with his houserules.

- 1) I will try to adjudicate games in an error-free manner. If an error does occur, I will try to correct it as quickly as possible. I will try to use good judgement in weighing the harm done to the individual player against the harm done to the game as a whole.
- 2) If a difference of opinion between a player and myself is not resolvable by discussion between us, I will submit the matter to the CDO Ombudsman rather than arbitrarily deciding in my own favour.
- 3) I will be as punctual as possible in sending game results to the players (or to the publisher, in the case of a guest GM), bearing in mind that I am a hobbyist rather than a professional, and punctuality may sometimes be affected by personal factors. If I habitually have a delay of more than a few days between

deadline and mailing, I will make this known to prospective players before they enter games. If at any time I find myself no longer able to maintain my habitual standards of punctuality, to the point where games are seriously affected, I will turn the games over to another GM rather than carrying on in inferior fashion.

4) If any of my normal GMing practices differ from those recommended in this Code, I will make them known to prospective players before they enter games. I will maintain a set of houserules and policy outlines and will provide it to players on their first entry into a game GMed by me. (If a guest GM not using own houserules, I will follow those of the zine in which my games are carried if a publisher of guest-GMed games, I ensure that players in such games are provided with houserules.) If I change houserules or policies during the course of the game, I will acquaint all players with the change before any player is seriously affected by it.

GM, I will keep in touch with the mainstream of the hobby by cooperating with hobby institutions: for example, send copies of my magazine to the Archivists obtaining Boardman Numbers or Miller Numbers for my games, and providing complete and accurate game completion statistics to the Custodians of those Numbers; sending lists to the CDO Cen when requested; sending game openings information to the CDO Novice Project and so on.

6) I will use replacement players when ever possible, and in particular not let games be spoiled by allowing major positions to go into civil disarray. I will avoid GMing practices which would make my games irregular, or unratable under current systems (example: using replacement players who have already played the game).

7) In general, I will try to deal fairly and honestly with players at all times; I will try to be impartial in adjudications and my handling of game disputes. I will try not to give one player advantages not available to other players, where such advantages can be easily prevented; I will give players the benefit of a doubt where differences of opinion arise; I will try to maintain good communication between players and GM, in particular by explaining reasons for game masterial actions when they are likely to be immediately apparent.

I adopt this Code:



8. Victory The first player to control 18 supply centres is the winner. If Picts or British, the German/Scot menace has been destroyed. If a German tribe, a new homeland has been found. If Scots.....well that just goes to show what a great race we are.

9. Play begins in Spring 450. There are two pre-game placement periods for the German tribes as in Rule 6.

Designed by Kenneth Clark, published by Hartley Patterson (Fred's Press 91) in WAR BULLETIN 50, and reprinted with permission of author and publisher.

#### The Scenario

In the first half of the 5th century Roman troops were progressively withdrawn from Britain, Gaul being overrun with Germanic tribes.

Britain seemed ripe for a takeover. It is now almost impossible to disentangle the historical fact from the mass of legend and myth that has grown up around this period, the 'matter of Britain'. Exactly how Arthur, Vortigern, Ambrosius, Hengist and the rest fit in, exactly how much of the ramblings of Geoffrey of Monmouth have some basis in reality - well, you buy your book and you take your pick. Apart from Geoffrey, Malory, Chretien de Troyes and the rest I recommend Mary Stewart's 'The Crystal Cave' and 'The Hollow Hills', Alfred Duggan's 'Conscience of the King', and if you want an argument with Ken (who doesn't like it!) Rosemary Sutcliffe's 'Lantern Bearers' and 'Sword at Sunset': all modern historical novels dealing with Arthur.

--Hartley Patterson

#### Abbreviations

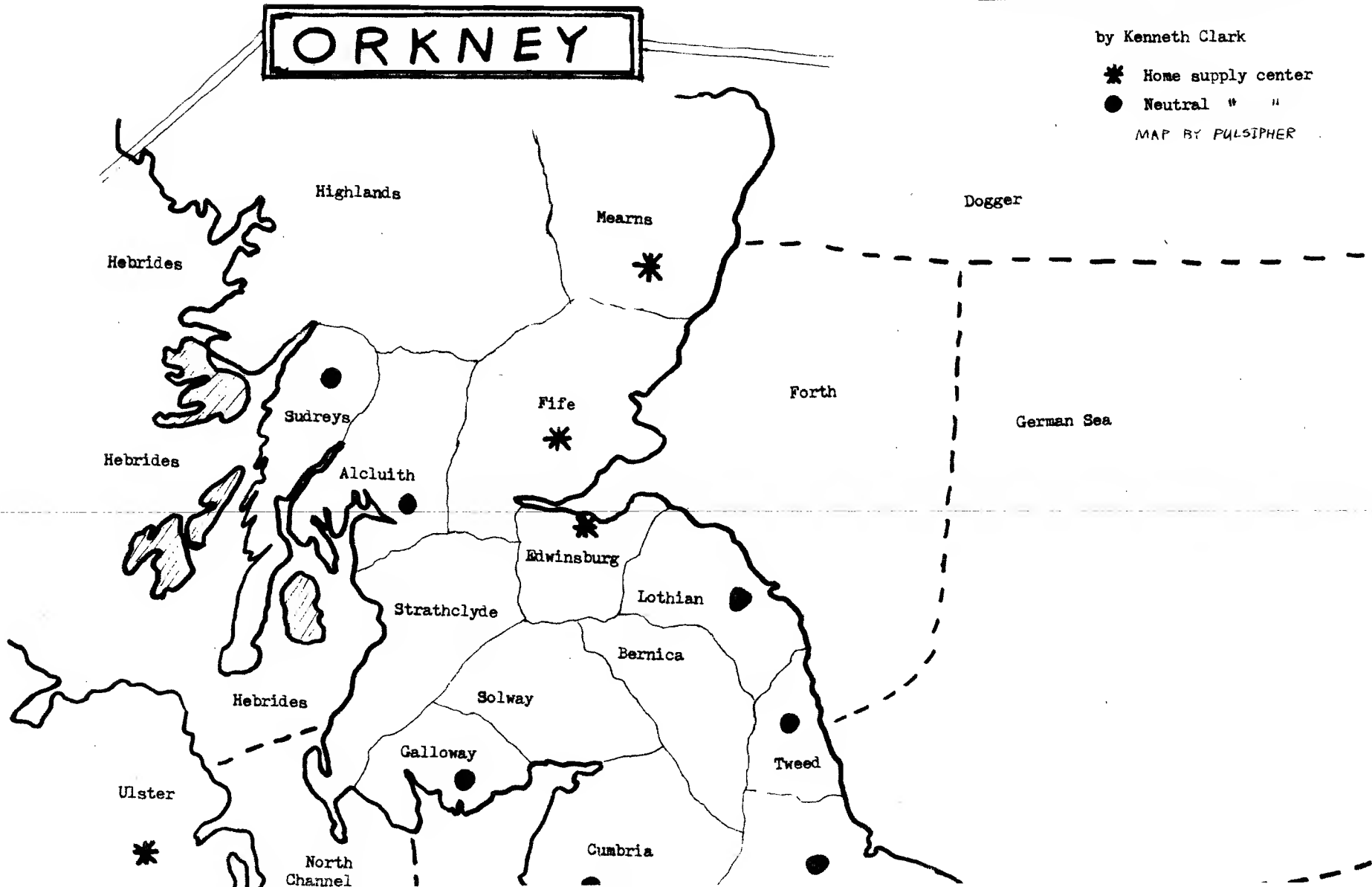
Alc	Alcluith	Gal	Galloway	PA	Portus An
And	Anderida	Ger	German Sea	Seg	Seguntum
Atl	Atlantic	Gle	Glevum	Sev	Severn
Ber	Bernica	Heb	Hebrides	Sil	Silchester
Can	Cantweara	Hig	Highlands	Sly	Solway
Cr1	Caerleon	Lan	Lancaster	Sol	Solent
Crw	Caerwent	Lin	Lincoln	SFo	South Folk
Cle	Cleveland	Lon	Londinium	SGy	South Gyrwas
Cro	Crowland	Lot	Lothian	Sir	South Irish Sea
Cum	Cumbria	Lun	Lundy	Str	Strathclyde
Dei	Deira	Mal	Malvern	Sud	Sudreys
Dev	Deva	Man	Isle of Man	SAe	Sumers Aeten
Dog	Dogger	Mea	Mearns	Tha	Thames
DAe	Dors Aetan	Mer	Mercia	Twe	Tweed
Dub	Dublin	Mey	Mersey	Uls	Ulster
Dur	Durobrivae	MCh	Middle Channel	VIn	Vectis Ins
ECh	East Channel	NCh	North Channel	Was	Wash
Edw	Edwinsburgh	NFo	North Folk	WCh	West Channel
Elm	Elmet	NIr	North Irish Sea	WWa	West Wales
Fif	Fife	NGy	North Gyrwas	Wex	Wexford
Fri	Frisian Sea	NWA	North Wales		

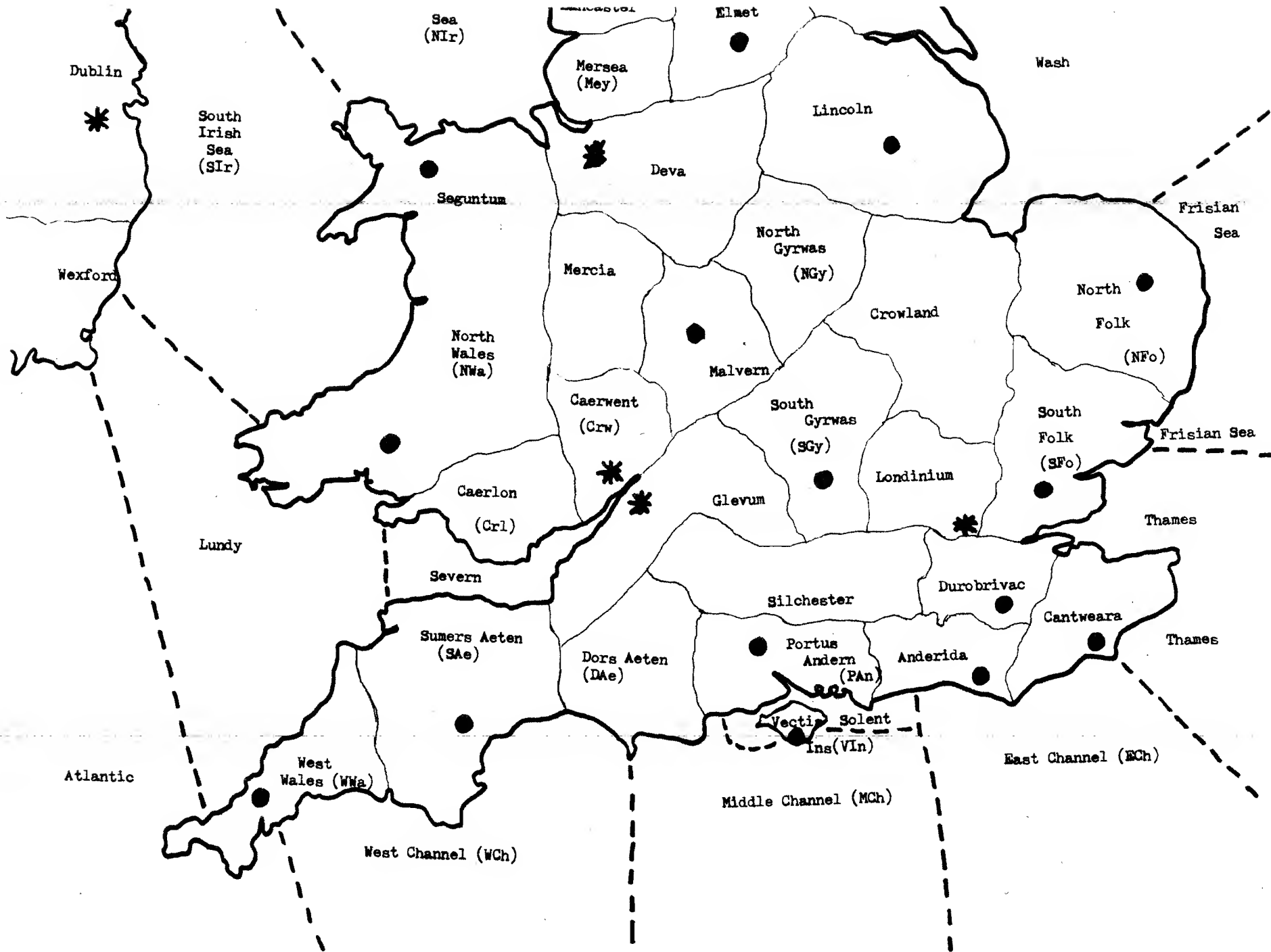
# "EXCALIBUR"

by Kenneth Clark

- \* Home supply center
- Neutral " "

MAP BY PULSIPHER





# EXCALIBUR

Designed by KENNETH CLARK

1. The normal 1971 Rules of Diplomacy will be used except as noted below.

2. Units not receiving a valid retreat order will be retreated according to the following criteria in order of preference: (a) to a space not required for retreat by another unit (b) to a home supply centre (c) to any supply centre (d) to a space nearest, counting by sea and/or land, to the nearest home supply centre or, if one is not helped, nearest owned supply centre. Where a choice remains alphabetical order will be used. If two units only have one retreat space between them both are removed. Units may not be ordered to disband but must retreat where possible.

## 3. Initial Placement

BRITISH: A Deva A Caerwent A  
Gleyum A Londinium.  
PICTS: A Mearns A Fife A Edwinstown.  
SCOTS: A Dublin F Ulster F North Channel.  
SAXONS: TWO As and ONE F Off-board.  
ANGLES: TWO As and ONE F Off-board  
JUTFS: ONE A and TWO Fs Off-board  
FRISIANS: ONE A and TWO Fs Off-board

The last four above are designated the German tribes

4. Supply Centres. All the Germans start the game with THREE Off-board supply centres. The Scots start with ONE Off-board supply centre.

Germans: At the end of each year after the first ONE Off-board supply centre is lost by each tribe. Thus, after three years all German supply centres will be on the board, and none Off-board.

Scots: At the end of Year TWO the Scots Off-board supply centre is lost. However during the first THREE years the Germans may not be

reduced to less than THREE units each, whether supply centres exist for them or not. Similarly the Scots may not be reduced to less than THREE units for the first TWO years.

5. Builds: Scots and Germans may build in ANY supply centre they own. German tribes must give preference to Off-board centres if any remain.

Once a supply centre has been held by a non-British player for a Winter period it can NEVER thereafter be used by the British player, even if recaptured by a British unit. It may still be used by any non-British player.

If in any Autumn the British player has less than THREE Home supply centres he may nominate on that turn any other centre held by him as a new Home supply centre. These may be 'prophetic' nominations if 'prophetic' adjustments are being used in Postal Play.

6. German Placement. The German tribes may deploy certain fleets on the board before the game starts. They must be placed in one of the following areas: Dogger, German Sea, Wash, Frisian Sea, Thames, East Channel, Middle Channel, West Channel. Diplomacy before each state of placement is allowed.

(a) Saxons and Angles place one fleet each. Only the German tribes are informed of the results of this.

(b) Jutes and Frisians place one fleet each. All players are now informed of the resulting deployment. Should any two fleets attempt to deploy in the same area NEITHER is placed, and they remain Off-board.

All other German units move on from the East edge of the board or are convoyed on from the East edge. Units Off-board may be supported on but may not themselves give support. Units may not retreat Off-board.

7. Sailing Round Scotland: Fleets may move from Mearns or Dogger to 'Orkney' and next move to Highlands or Hebrides, or vice versa, or back to the same side if they wish. More than one fleet may be in 'Orkney', which is not a normal 'on-board' space: A unit may not support from 'Orkney' or be dislodged by fleets moving into 'Orkney'. A fleet in 'Orkney' may not convoy.

# A Pocket Full of Variants

FRED C. DAVIS JR.

I've been asked to provide brief descriptions about some of the more playable variants. These are not necessarily those which have been the most popular. For example, most of the Middle Earth variants are extremely unbalanced; yet, for several years they were among the most popular of postal variants.

All of the games listed below have been studied very carefully by yours truly and are available from my North American Variant Bank - East files. Most of them are also available from Rod Walker, Custodian of the North American Varian Bank - West. I do not know how many may be available from other banks. No formal prices have been established as of this writing, but I'll offer a set price of 50¢ each or 3 for \$1.00 for all of the listed games except the Youngstown Package, which will cost \$1.50. Games are listed in alphabetical order, with year of design and designer's name shown. All are for 7 players, unless otherwise noted.

ABBERRATION III (1968) + 1978 NAVB Reprint  
Rod Walker

9-man game, using completely different Powers, featuring the "copeless and the hopeless." You can build in any Center you own. 54 Centers. Fleets can move between Atlantic and Indian Oceans. Can also start in 1701 or 1801.

ABBERRATION IV (1969)  
Rod Walker

9-man game, adding Spain and Sweden to the usual Powers. Much enlarged board. A complex combat system, plus Spring Raid. Not for the novice.

ABSTRACTION I (1969), and II (1976)  
Fred Davis

Expanded map of Europe and south coast of Mediterranean. Armies carried piggy-back, Army/Fleets created. (A/F rules were created for this game.) Starts in 1914, and moves made by months. Each Great Power has 4 units, 8 provinces (Russia 5 & 10). Eliminates stalemate lines. Switz. passable. (Only two rule changes made in "II" - one eliminates negotiation for initial starting positions in June 1914.)

ACTIVE NEUTRALS (1974)  
Robert Sacks

Each minor power has a unit, which is played seperately by one of the Great Powers. A minor power can grow, and could win the game.

ATLANTICA II-R (1973)  
ATLANTICA III (1978)  
Fred Davis

4 European and 3 North American Powers struggle for control of Atlantic World. Begins in 1871. Canada, USA and CSA are the American Powers. Fleets and A/F's needed for campaigns. Pound the world movement via boxes. III adds another Center for USA, other minor changes. 47 Centers.

CLINE 9-MAN VARIANT (1965)  
Robert Cline

Naus-von Metzke version (1971)  
Pulsipher version - IV (1977)  
Davis version - V (1978)

Adds Barbary States and Persia to the regular board. IV and V are map improvements. Fleets can move from Atlantic to Indian Oceans. 9-players.

COSMIC DIPLOMACY (1976)  
Larry Dunning

Space game. 7 different life forms, only 2 of which are human. Excellent scenario. Only moving unit is the Space Fleet, but there are also Space Folds, and two types of Supply Centers.

DIADOCHI II, IV, V (1973, 1976)  
Dick Vedder

II & IV are 7-man games; V is a 5-man version. Scenario is in Ancient times. The smae map is also used to play Tri-umverate and Imperator (with certain spaces off limits). Some Double Supply Centers. Special rules for electing Emperors, etc.

EUROPE 1721 I (1973)

John Boyer

Europe in 1721. Poland and Spain replace Germany and Italy. Well designed.

"1885" I, II (1973, 1976)

Fred Davis

9-player game. Adds Spain, Sweden. Army/Fleet convoy and combat rules. Some Powers start with more Centers than others.

GESTA DANORUM (1975)

John Leeder

8-player game. Based on Britian in 865 A.D. 7 regular players, plus the Norse (who start at sea) and the Great Army, which moves at random, but can be bribed.

HOLOCAUST (1978)

Steve McLendon

Global 8-Power game. 1951 start date. 55 Centers. Giant full-size map available from designer. I can only send rules. Despite name, this is not a nuclear variant. Reviewed in DW #22.

IMPERATOR

Dick Vedder

See Diadochi. 5-players.

THE MAYA (1975)

John Boyer

Central American map. Two types of units; Armies and Temples. Temples don't move, but you must build them to win. Really different.

MEN WHO WOULD BE KING (1977)

Jimmy Walker

Britian, scenario of War of the Roses. A truly beautiful map. There are 10 Powers, and it takes ownership of 35 Centers to win. Has some garrisoned supply points.

MIDDLE EARTH VII (1974), VIII (1976)

Lew Pulsipher

Best balanced of the many Tolkien variants. VII is 5-man; VIII is 8-man version.

PERSIAN VARIANT I (1975), II (1976)

Martin Janta-Polczynski

Complex variant, with more distinction between roles of Armies & Fleets. More than one Fleet can occupy certain large sea spaces. Not for novices. II is improved version.

PSEUCO-CLASSICAL DIPLOMACY (1977)

Martin Janta-Polczynski

An improved version of the standard map. Switzerland passable, south coast of Me. included. Austria & Germany. 4 Supply Centers. All armies convoy by piggy-back. Open sea boxes can contain more than one Fleet. Voted best design of 1977.

SCOTICE SCRIPTI III (1974)

John Boyer

7 Celtic Powers plus England struggle for control of Ireland and environs the year 1014. Varying victory criteria for the different Powers. Based on original design by Peter Comber in 1971.

"1776" (1972)

Dick Vedder

5 or 6 player game, played on a map of North America. 4 European and 2 Indian Powers, with varying victory criteria. Double Centers and double units are allowed.

SEVEN YEARS WAR (1975)

Lew Pulsipher

Europe, 1756. In addition to 7 Great Powers, there are 12 minor countries with their own units. 5 types of units, including a Leader. Special combat rules. Full-size map. Also has Political Factors for control of minors. Because of 100 rules, must charge \$1.00 per copy.

SMALL WORLD II (1977)

Fred Davis

A global variant for either 7 or 8 players. Each Power represents major part of the world. Fleets and A/F's vital to campaigns. Only 46 Centers so it is the smallest of all global variants.

SPACE STATION ULTRA (1978)

Lee Kendter Sr.

5-player game played on a space station in the year 2025. 3 kinds of Centers. Shorter game, with 16 Center victory criterion. Time span are in days rather than years.

SWISS DIPLOMACY II (1976)

Fred Davis

8-player game with Swiss as the 8th Power. Army/Fleets used. A few other map changes. Fleets move from Atlantic to Med via special Ocean boxes, so there are no corner positions.

UNITED STATES DIP III (1976); III $\frac{1}{2}$  (1978)  
Fred Davis

7 Powers struggle for control of North America, beginning in 1921. III $\frac{1}{2}$  is the NAVB reprint, with only changes being those of some of the names.

YOUNGSTOWN VARIANTS -12- (1968-1978)  
Koning, Walker, Vedder Phillips,  
Weidmark, Walkerdine, et.al.

The granddaddy of all variants. 10-player version includes China, Japan & India plus regular 7 Powers. Fleets move around the world via off-board boxes. 11-man version adds African Power. Youngstown XII completes the world with inclusion of the Americas. Package of all 12 variants available for \$1.50.

I also have a collection of some short and fairly simple variant proposals, which can be played on the Standard board, or adopted to many other boards. These are mostly in two collections:

WILD 'N WOOLY VARIANT PROPOSALS (1972)  
Dan Alderson/Steve Cartier

Breakthrough Diplomacy - Includes Airborn Armies, Marine Armies and Submarines.  
Take-Away Diplomacy - How to take away an entire country with special rules.  
Red Herring Diplomacy - Add "fake" (no strength) units to the board.  
Ghost Diplomacy - Build in all S.C.'s  
Any number of units in the same province. Centers never lost. V.C. is 34 Centers.

SIMPLE DIPLOMACY VARIANTS  
Lew Pulsipher

Winter 1900 - Build negotiations (for initial units.)  
Anarchy - 17 players with 2 Centers each, or 7 players with 3 centers, all drawn by chance + other versions.  
Armed Neutrals - Standing Armies in all neutral Centers.  
Twin Earths - Two boards used. The V.C. is doubled. Units can move back and forth from one board to the other.  
Changing of the Guard - Exchange of positions allowed between units of the same country.  
Key Rule - A unit ordered to move gives up its right to the space its trying to leave. (Named for its inventor, Jeff Key).  
Multiple Units - Double armies, Leaders, etc.  
Coastal Crawl - Permitted by Fleets in two-coastal provinces.  
Spring Raid - Allows Centers to change

hands on Spring moves.  
Decoy Units - May build fake units to confuse opponents.  
Kriegspiel - Players know only the locations of their own units and other units in immediately adjacent spaces, plus units met in combat.  
Anonymity - Players can't know who is playing other countries. All negotiations are made in press releases printed in zine.

These variants are only a sample of the material available in the various Variant Banks. Over 550 variants have been classified by Der Garvey, the Variant Archivist. An omission of a particular variant does not necessarily imply that I feel the game is poorly designed or difficult to play. It may simply be that I don't have a copy. I have passed over most Economic games because they create a tremendous amount of work for a GM and his players, frequently leading to abandonment of the game. I have eliminated very large variants (those with over 60 Centers) for the same reason. The larger and/or more complex the variant, the less the likelihood of it being played to completion. Those listed are all games that I found to be interesting. Different strokes for different folks.

# # #

For those of you who are interested and don't have Fred Davis' address, it is:  
1427 Clairidge Road, Baltimore, MD 21207.

So this guy walks into a bar with his dog, and the dog sits on the stool next to him. He says, "Gimme a beer, and what'll it be, Rover, gin and tonic?"  
Rover wags his tail excitedly, and goes, "Ruff, Ruff."

"Okay, okay - with a twist," the guy adds.

"Hey," says the bartender, "that's helluva smart dog you got there!"

"Oh, this isn't all. He also plays Diplomacy."

"Geez, he must be really clever," says the bartender.

"Not really," sighs the guy, "he's always making deals with Turkey."

-Tom McMillen

# NA Zine and GM Poll Top 20

All of the votes have been counted and it gives me great pleasure to announce the zines and the gamemasters that you have chosen as the ones you like the best. So without further delay, the envelope please...

1. Graustark John Boardman, 234 E. 19th St., Brooklyn, NY 11226
2. The Dragon and The Lamb Steve McLendon, P.O. Box 57066, Webster, TX 77598
3. Why Me? Lee Kendter Sr., 4347 Benner St., Philadelphia, PA 19135
4. Claw & Fang Don Horton, 16 Jordan Court, Sacramento, CA 95826
5. Diplomacy Digest Mark Berch, 492 Naylor Pl., Alexandria, VA 22304
5. Diplomacy World Jerry Jones, 1854 Wagner St., Pasadena, CA 91107
7. Runestone John Leeder, 121 Nineteenth N.E., Calgary, Alta T2E 1N6
8. Arrakis Doug Hayward. (Folded)
9. Lies, Deceits and Nefarious Schemes Jerry and Pat Jones. (Folding)
10. St. George and the Dragon Bob Sergeant, 3242 Lupine Dr., Indianapolis, IN 46224
11. Fol Si Fie Randolph Smyth, 275 Third St. S.E., #314, Medicine Hat, Alberta T1A 0G4
12. Eggnog Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130
13. The Brutus Bulletin John Michalski, Rt. 10 Box 526Q, Moore, OK 73165
14. Liberterrean Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022
15. Ter-ran Steve Heinowski, 1630 W. 28th St., Lorain, OH 44052
16. Brouhaha Bob Beardsley. (Folded)
17. Passchendale Francois Cuerrier, 160 Chappel St., #2210, Ottawa, Ontario K1N 8P5
18. Ruritania Tony Watson, 201 Minnesota, Las Vegas, NV 89107
19. The Ninth Circle David Burke, 5512 Julmar Dr., Cincinnati, OH 45238
20. Command Dennis Agosta. (Folded)

And the top 10 GM's are...

- |                    |                    |
|--------------------|--------------------|
| 1. John Michalski  | 6. John Boardman   |
| 2. Karl Schuetz    | 7. Eric Verheiden  |
| 3. Lee Kendter Sr. | 8. Robert Sergeant |
| 4. Jim Bumpas      | 9. Fred Davis Jr.  |
| 5. John Leeder     | 10. Fred Hyatt     |

Congratulations to everyone. I was rather pleased at the outcome of the poll. DIPLOMACY WORLD moved up a couple of notches and LDNS dropped only 7 spaces. May I suggest that if you are looking for another zine to subscribe to it just might be worth your while to drop one of these a line.



## *A Reply From Bernie Oaklyn*

Dear Jerry,

Thank you for giving me an opportunity to respond to that "negative" way in which I have pulled the hobby back together again.

First of all, your letter was not very objective. As in the past, when Jack Frost telephoned me, and alternately referred to me as "Bernie" and "Buddy", and when mail comes to my address, addressed to "Buddy Tretick", and as you did in your letter, striking out the word "Bernie", with typo correction paper, and inserting the name "Buddy" in its place...all very cute...I am simply laughing with you.

But, by no means, just because "you" people try your games, am I Buddy. Nor, by any means, just because "you" claim that Buddy and Bernie have never, and I quote, been seen together, does that infer that I am Buddy. And, by no means, just because I have the same color hair, or near his color, am I Buddy. And by no means, just because some of "you" think I am the same height (there is  $\frac{1}{2}$  inch difference), am I Buddy.

About  $3\frac{1}{2}$  years ago, I telephoned Don Miller, looking for a local Diplomacy game. Don could not refer me to any games currently known to him, but he did refer me to Buddy Tretick, who Don said last lived in Potomac, Maryland. Buddy's number was not listed, but I was able to find him in two ways: (1) Don said he lived on Coldstream Drive, only three blocks long so it was not hard to locate him by asking questions of his neighbors; (2) He was listed in the local, Potomac area, directory (not the local C & P Telephone Directory that Mark Berch refers to).

Near  $2\frac{1}{2}$  years ago, Buddy moved to Gaithersburg. Not satisfied where I was living, I accepted sharing an apartment with Buddy and Raymond Stokely. I lived with them for almost a year.

Now, during a two year or so span of time, I talked with Buddy about his efforts in the Diplomacy field, and have a clearer picture than you do about just what happened in the management of Buddy's gamezine, LA GUERRE.

Charges of him misplacing players orders are certainly unfounded. It seems that Raymond Stokely, who had been a Guest Gamesmaster in Buddy's zine placed incoming Diplomacy mail on the stairs

leading up to his bedroom, and his younger sister and mother had a habit of taking that mail and placing it elsewhere, sometimes not allowing it to surface until after deadlines. Sure, one could criticize Buddy for that, but it was another persons doings. After all, has not Don Horton removed several gamemasters from his zine for causes similar or the same? Buddy soon gave up Raymond as a GGM for that reason.

Certainly, Buddy can not be held responsible for mail not received at his own home, even though probably correctly addressed to him; or for mail received late at his home. That would account for all of those NMR's. Are we not all plagued with that problem, still, today?

Then, Buddy was accused of stopping certain games, while starting up new games. Well, when player activity in one game stops the flow of moves being received, the GM asks the players the disposition of that game. When players do not respond to such inquires, the GM must take his own action. However, Buddy showed me, and I noted carefully, that a great percentage of these players in the games stopped, actually signed up for new games in Buddy's zine. Certainly there were a host of other zines around and about in those days, and certainly those players would not have paid new money, or been given credit, and signed for new games in the same zine that was "ripping them off"!!!!

Sure, Buddy made his share of adjudication errors - - - who doesn't? I will show you, if you have not seen it for yourself, that Don Horton, John Boardman, John Leeder, John Michalski, and Steve McLendon, among other top Game-masters, make continual adjudication errors, as well as actual typo errors in their gamezines.

However, during one period of time, Buddy's life was falling down around him. He lost his father and mother in a  $1\frac{1}{2}$  year time span. His son and sister were almost killed in a car accident. His wife was frigid and actually finding time to go places not to Buddy's knowledge. His job had a major layoff and he fell under the ax. His house was half gutted by fire, and his lower level was under two feet of water at still another scene.

Yes, he left the Diplomacy scene as abruptly as some 53 others that I know of personally, many of whom took my money with them. But, did not Rod Walker, the "pot who so often calls other kettles black", fold his zine, amazingly I believe somewhat shortly after Buddy dis-

appeared from the Diplomacy scene?

Now, going back a bit, Buddy had suggested that I start my own zine, and I felt a liking to do so, so...looking for a name, and liking LA GUERRE, or should I more honestly say that I have not an original bone in my body in selecting names, agreed to use the name "LA GUERRE", with Buddy's blessings. Well---all hell broke loose!!!! Everybody started saying that Buddy Tretick is back, and call out the dogs! I even agreed to let Buddy Co-Edit, putting his name in print on a couple of earlier issues. Well, after seeing the response, and the reactions---well! I took his name off of my zine.

But, why should I have done that? My God! What on earth did Buddy do that was either immoral, unethical, or dishonest.

I read his correspondence files. He most certainly wrote to all players, separately, or in his zine, and asked disposition of game fees to those that might deserve a rebate. Some came forth and asked for money. Buddy said he refunded to those who asked, and were due money. Buddy said that for the "two games for \$3.00 game fee, which included subscription fee", there was not anything due most of the players anyway. After all, Jerry, you well know the expense of publishing.

As for similarities in style, I copied Buddy's style. At least he has style, which I can not say about most of the gamezines about. My zine, as you will note, is about the most organized and best readable of any, and I am proud of that, and I am most certainly glad I copied someone else's style.

As for the "handwriting" analysis giving my signature, compared to "Buddy's", well, good luck. I am my own person, and I have my own signature.

And for the similarities of typewriter.. shucks! I use a common Sears typewriter. I used to repair IBM typewriters and understand more than you comedians out there about how typewriters shift to "cut off the tops of certain letters" and the like. "You" people can manufacture anything you wish to! You have to face the "Man" at the gates of Heaven one day with your foolish mistakes.

As for the "identical appearance" between the two of us, which some old time gamesmaster who lives in Baltimore, I don't remember his name, and Ted McDonald, one knowing Buddy, and the other knowing Bernie...which they gave each other over the phone, well they are close, but just not right on. Buddy is 5'3½" tall, and I am 5'3" tall,

a ½" difference. My hair is dark with lots of gray in it. Buddy's is brown, with one or two gray hairs abounding. Complexion---not ever near each other. Size: I am a good pounds heavier than Buddy is, he is somewhat skinny, and me having a t

And, for those "three boys" you refer to in your letter: Ted McDonald has met James Alan and Brian Edwards and those meetings were at local game clubs which Ted frequents and which I told me about. He certainly knows they are individuals who play Diplomacy in their own right. Eric Ozog had recently telephoned my home, during a face-to-face game, and, on the telephone extensions, talked with Brian Edwards and Steven Andrews, asking them, getting their confirmation, that they were who they were, and that they were Diplomacy players in their own right. The Diplomacy game, in my zine, 1978 H. D. Bassett plays in that game, I being one of the finest players to show up in my zine. He plays the game 1978 AY. He has received at least one telephone call from Brian, to my knowledge and he has received letters from James Alan, Brian and possibly Steven. He can certainly surmise from those letters, handwriting, from text, and tone, that they were certainly players in their own right.

I simply will not subscribe to accusations that I am either playing three positions in the game 1978 AY or am governing those three players in their play of the game, or am I let them have access to my files.

Those who believe me on the above position vis-a-vis the "three boys" now throw in that since they live so close together, they certainly act as one body and makes it unfair for the other players in that game.

Well, Dick and Bob Rieter, living in the same house, never allied with either. And, I, who play in two games which James Alan plays, have not allied with him, much less corroborated or cooperated.

According to James Alan, and I am sure that James McCall can verify this since he likes to run his mouth and "waste the pen" so much, the two of us were going to build up the Turkish Empire in 1978 AY, which country is played by Steven Andrews, letting this 12 year old boy win his first Diplomacy game. I am sure McCall NMR'd out of the game, true form, and Michael Kotin took over the play of Austria. Michael found Steven and Brian cooperating against Austria which I found quite natural for the

vival of Russia and Turkey, and bitterly complained to me. Why, they even saw the one move set that would work against Rumania and Bulgaria, and used it on Michael and took back those centers which McCall so carefully stabbed and took. Michael said he would not continue play unless I tossed out the other three "original players". Steven, a 12 year old child, broke out in tears, thinking he was doing something wrong, and quit... and for that, I owe Michael a busted nose, which I may well deliver yet.

Getting down to the jest of the matter, I ask you: What in the hell did Buddy do to deserve such punishment? And, what in the hell have I done, some 10 or more years after Buddy's time, to deserve "his" public criticism and public scolding and public crucifixion. Have not I kept my games going in proper fashion, except for the slow down which was caused by the severe winter and non-delivery of mail during that bad period? Have I made more than my share of GM errors? Have I been a nasty boy? What is your problem?

Another funny. Some guy, whose name escapes me, wrote me and told me that he had a friend, a friend, mind you, who called the information operator who confirmed to him that the "unlisted telephone number", which I use, was listed in the name of Bernard Tretick. Good luck on that one too.

For a more delicate matter, one which I have been avoiding, since it brings back bad memories to me, is the question of a birth certificate. Buddy can easily locate his birth certificate, since, even though he was born in a house, he was taken to a hospital afterwards, in Washington D.C. I am not that lucky. I too, was born in a house, a rather crude house, I am told, in a small town, the whereabouts I do not know. My birth certificate was never a fact to me, since my birth, as well as all family birth and deaths, were recorded in the book. Those records were lost in the same fire that killed my family. I was age 3.

I ask you, Jerry Jones, and you, Don Horton, and you, John Boardman, to produce your birth certificate and prove who you are, or you will just have to stop printing your gamezine and you must disappear from a hobby that is an American hobby, and is a hobby in a free land, and a land where any person whatsoever may play the game of Diplomacy, free from harrasment and ridicule, same from the actual play of the game.

And I say to you, friend, if Buddy himself wants to play the game, let him.

Why not? Is he poison, or is he a person who had his share of troubles in his lifetime and needs friends around him, and needs the social life given by the game of postal Diplomacy.

And, I say to you, get off my back! I am a person in my own right, I too have done wrong things in my life. I too have had my childhood. I too have thrown rocks through school windows and shot B-B guns at police cars. I too have made mistakes in industry and the business world. I too have gone to church. I too have helped the poor. I too have risked my life for others. I too have contributed to the well being and the advancement of society. I too have planted good seed on fallow ground and replaced myself, a son of God.

And, I say to you, have you bothered to look in the mirror lately? Have you "cast the first stone"?

I am dedicated to the game of Diplomacy, and I have a fine product. I have invested a lot of money towards the hobby, and that small \$2.00 game fee I charge is not going to break anyone. Further, I have given \$50.00 cash money, to one H. D. Bassett, who plays in two games in my zine, who is the first player to sign for a game in my zine, to hold in escrow, and in trust, to secure the performance of my zine and the games therein.

Bernie.

((As you can see by this article I did receive a reply from Bernie in time to, hastily, insert it into this issue.

((It is not for me to tell you how I feel or what I think. You will have to make up your own minds from what you read. If you believe, as some, that Bernie is Buddy and that he will not run a game fairly then I suggest that you not sign up for his zine, but if you believe Bernie and don't think that you will have any trouble in his zine then go ahead and sign up for one. That is a decision you must make on your own.

((I don't wish to use up a lot of space in future DW's on the Bernie Oaklyn matter. I'm sure that it will be covered in postal gamezines more after this issue. I hope that we have at least provided a means whereby we (the DW staff) can inform players of "potential problems" and give the "accused" a chance to reply.))

# Mail Pouch

Editor,

A number of years ago I heard of a game called "Diplobourses." It was an adjunct to a postal Diplomacy game in which any number of speculators were allowed to buy and sell the currencies of the various countries, with the understanding that each country's currency became worthless when it was eliminated. Do you know how I could enter such a game?

-David L. Ostfeld

((I do not know of any game openings for the game you speak of but be sure to keep your eye on the variant need a game section. Also, note that the rules for the game you mention is in the issue of DIPLOMACY DIGEST included in this issue.))

Editor,

Can you send me the name and address of someone who can send me the name and address of the inventor of the variant Jihad?

-Richard Ware (Retired editor of Voinskiy Doklad)

((Two problems here. First I don't have the foggiest idea for an answer to your question and secondly you failed to give your address. So if anyone out there in Dippyland has the answer to this question or Mr. Ware's address would you please send it off to me?))

Editor,

I would be grateful if you could tell me of any Diplomacy organizations, magazines, etc. in Australia. I would like to try my hand at postal play but there may be a problem of timing if I write to the U.S.

-Peter Chalmers

((Once again I'm showing how much I don't know. I seem to recall of hearing of an Australian zine but the name eludes me. Maybe one of our readers can help you. Peter's address is Dept of Path. & Immunology, Monash Med School, Commercial Rd., Prahran, Victoria, Australia, 3181))

((Hey, I just noticed that there is an Australian zine and that the address is in the need a game section. (Tau Ceti).))

Editor,

I see that the circulation of the z has plummeted. No doubt this can be tribute? to the irregular publication rate during the end of the 'P-T term, possibly the deterioration in the phy appearance of the zine has contribute notice that you often start typing a word on a line, then realize you don' have room and retype on the next line fail to erase/white-out the mistake a end. This looks bad and destroys the of the reader's attention. All the s ing errors do the same thing; e.g. you altho instead of although thru through fundamentally fundamentally category category definately definitely strick strict

I imagine I could find more examples. magazine is littered with spelling err and I suspect you even "uncorrect" the correct spelling of authors in some ca That sort of thing is likely to lose y subscribers, if it hasn't already.

The question of the month is a good

I'm afraid Baumeister's bit about Ho caust was mostly wasted space. He was writing a review, I think--surely he w have done it differently had he known game would actually be printed in DW.

Berch's review and The Best Choice w also good material. In fact there was anything that was really bad (though Pariah can come close).

Two "articles" I might be able to do after I've returned to America are 1) listing of all "permanent" publication (Handbooks, etc.) and hobby officials. think something like it should appear every issue of DW, as useful reference for experienced players as well as nov 2) an index to past issues of DW, simi to the one printed in number 8 (I thin This could help you sell back issues a would be useful to readers in any case

I'll also have a couple variants, one using the standard board, the other a board and standard rules.

Keep up the good work. There aren't many people in Diplomacy who could keep DW going as well as you have.

-Lew Pulsipher

((Your points are valid, It is true that there are numerous mistakes inside DW. I can only guess, but I imagine th issue #21 is worse than #22 and that #2 will be better than #22. I won't lie t you and say that there won't be any mis takes because there will be. You will able to tell which articles came in aft

the deadline because of the number of mistakes in them. If they are good I try my best to use them and they do not get proofed as well as they should. On the first two spelling errors on your list I am going to pass the buck to Mark Berch for those but I honestly wouldn't change them for they have become fairly accepted by most. No guarantees but I will try harder to clean up DW.

((As for the circulation, the reason behind the drop in circulation has nothing to do with the errors in DW. When I took over DW I began a program of getting rid of some of the deadwood that is costing the editors of DW so much money. The first thing I did was cut out about 35 N.A. traders. There were many people on the trader list that haven't published in quite a while. Then I began to hack away at the Canadian and overseas traders. DW had more traders outside the U.S. than it had paid subscribers. If any of these traders showed any interest in maintaining their trade with DW I didn't cut it but I had to get rid of the expense of mailing DW to people who just didn't care. But the largest cut to the circulation came from the gamestore sales. Example, two store in San Francisco were ordering 70 issues of DW. One store (50 issues) refuses to pay for them and the other (20 issues) just returned them. And before I ever started two stores cancelled their orders. That's a total of almost 150 copies. That's where the circulation went. As a side note, the circulation of paid subscribers is up since I took over DW.

((I agree that the "Question of the Month" is a good idea but it is only as good as the readership makes it. As of this writing only two people bothered to answer it.

((I want to take the time to say that the article written by Konrad was written for DW and he knew in advance that Holocaust was going to be included in that issue and so was his article.

((I agree that both of the two articles were fine one's. As for Pariah, I doubt sincerely that there will be any more Pariah articles written for DW.

((Your first idea is a super one. You write it and I'll print it (and with no mistakes)! As for your second item, Rod Walker says that he has the listing all ready. I was expecting to have it for this issue, but... Rod?

((Thanx again for the comments. I may not follow them to a "T" but I'll keep them in mind. THANKX))

Editor,

About Lew Pulsipher's article "Computer Diplomacy Players" in DW 21: despite the success of the chess computer, I am not at all sure that Diplomacy can be handled in the fashion described. First, it would take a lot of time/space on the computer, because all of the pieces on the board move at the same time (there are hundreds of possible opening moves, compared to 20 for chess). Secondly, the "diplomatic" aspects of the game would multiply this situation several times over. A computer program that enables the machine to ally, attack and stab would need to be very sophisticated.

However, I believe a computer could very easily be programmed to act as a GM for a game. The procedures are quite well defined by the rules, and I personally have developed simple algorithms in the past for just such a program (which, unfortunately, was never completed). I would be interested in seeing further comment on the subject. Perhaps you could mention it in a future issue, or (I cringe at my boldness) I could even try to complete the program and write you an article. Interested?

-Carl Frisrom

((Stop cringing and start programming!))

Editor,

After carefully considering all costs I have made the decision to start my own Diplomacy Zine but before I can get started I need some publicity.

The name of my new zine is called VERRATSPIEL. For now it will carry only regular Diplomacy games and will be published every four weeks. There is a \$1.00 game fee and a subscription rate is 30¢ an issue.

-Robert Francis  
11 Forest Street  
Danvers, MA. 01923

((OK.

((Also while I am thinking about it I have a note here from Jack Dumas, Railroad St., Bernhards Bay, NY 13028. He asked me to plug his zine in a note I received from him. I'll be more than happy to give your zines a better review after I view them.

((Don't forget when you have game openings of regular Diplomacy games to contact Lee Kendter, Sr. (4347 Benner St., Philadelphia, PA. 19135) and for variant games Robert Sacks (4861 Broadway 5V, NY, NY 10034).

# Keeping In Touch

After seeing 30 or 40 zines a month I begin to think that I've seen it all and then along come a zine like CHEESECAKE. Published by Andy Lischett (3025 N. Davlin Ct., Chicago, IL 60618) it is definitely a fresh new zine. Print quality is by far one of the best and issue #4 was one of the funniest zines I've seen in a while. If Andy can maintain that quality his zine will be required for any Dip player.

Other than apples, Washington does produce something else. John Kelley (Box 35, Klickitat, WA 98628) is trying to prove that with his zine THE BEHOLDEP. John not only has Diplomacy games but he is also inserting some D&D info. Maybe we can get some of our players who went to the ranks of the D&D back.

Two New Jersey zines have folded. COMMAND, published by Dennis Agosta, and BROUHAHA, published by Bob Beardsley, are going to that big mimeo machine in the sky. Both Bob and Dennis are personal friends of mine so I won't get into the typical "good luck" statement, they know that already. Instead, I'll just remind them that there will always be a place in Dipdom should they ever decide to start publishing again.

Spotlight Zine of This Issue- Every now and again you run across someone whom you have never met but you know you'd like him. Jim Bumpas is that kind of guy. (I know, I've met him and I still like him.) Jim publishes LIBERTERREAN and never seems to get the credit he deserves. Jim just keeps quiet (hah!) and grinds out 123 issues to date. And that's doing it consistently every two weeks (or so). So if you want a good quick game and GMed by one of the best, write Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022.

Another zine that is new and is using the "digest" format is K. Arnett's VOLKER-WANDERUNG. I've just seen the first issue and he is definitely on the right track. I'm wondering if the next step is the Guess What the "K" Stands for Contest. Get a sample at 1500 Waterway Circle, Chesapeake, VA 23320.

From the home of the Toronto Blue J comes a new zine, TORONTO TELEGRAM. else can you say about a zine that has but five issues and was rated 21st on Leeder poll. A very impressive start Available from Bill LaFosse (126 Bay Apt. 24, Trenton Ontario K8V 1A7) it worth a peek. Bill is holding the "L some Player Contest" so it might be worth getting just to find out how you rate

Two issues ago we ran a variant by Lipscomb and it was very well received. Now it seems that John has ventured out in a new field, his own zine. He will be running Dip games and primarily variants. So what does he call it? ASSORTED GAMES. Printed in nice black ink. (Glad to see Canadians are catching on. Boy will I get the letters for that!) Get your copy from John at 1201 Osler St., Saskatoon, Sask., Canada S7N 0T8.

OK guys, I'm running out of nice to say about new zines. Seems like they all started at the same time, but I do know of another new zine, THE FLYING DUTCHMAN. Published by Jack Brawner, Warwick St., Tallahassee, FL 32304) it has the makings of a good, if not great zine. I have a gut feeling about this zine and it is that this zine will be on a regular basis. No massive waits between moves. If he proves me right you just may find my name in one of his games.

As if Konrad Baumeister isn't doing enough already, he has begun another (I know, who am I to talk!) Konrad's zine, POLITICIAN, is strictly a variants zine. His first issue should be out today and if you are into variants ask Konrad for a sample. (11416 Parkview Hales Corners, WI 53130)

DIPLOMACY WORLD is now accepting applications for the next planned DW Demo. Those of you who are interested should contact Eric Verheiden (200 S. Azusa #2, Azusa, CA 91702). The exact start date and fees will be provided by Eric.

THE DOGS OF WAR is (that's right) a new zine to make its presence known. Daly, the publisher, is not new to Diplomacy and should prove to run a standing zine. This is a zine that deserves a look. The print is clear, sharp and easy on the eyes. Fork up a stamp and check it out. (938 Fairmont Ave., Salisbury, NC 28144.)

THE ONLY ZINE TO FINISH IN THE TOP FIVE IN BOTH 1978 AND 1979 LEADER ZINE POLL IS....

# DIPLMACY DIGEST

Issue #27  
September 1979  
Potpourri

Mark L Berch  
492 Naylor Place  
Alexandria, Va 22304

Subs: 10 for \$2.50  
Europe: 10 for \$3.00  
Circulation: 93

Surprise! No, DD is not becoming a sub-zine to DW. This is strictly a one-shot deal. I am doing one of the biggest (if not the biggest) promotional distributions in the history of the hobby. Mailing samples individually is inefficient and rather expensive. This way I can go piggyback on some unused weight in the DW mailing. Besides, I like to try something different, sometimes.

DIPLMACY DIGEST is my own zine, devoted to the presentation of articles about Diplomacy, mostly reprints. The widest possible range is embraced. This includes alliances, personalities, cheating and ethics, dropouts, cross game alliances, hobby history, gamesmastering, the play of specific countries, humor, houserules, the play of specific countries, diporganizations, house-rules, puzzles, tournaments, adjudications problems, negotiations, press, publishing, ratings, rules and rules changes, strategy, tactics, variants, stabbings, stalemates, villifications and tirades, statistics, face-to-face play, and whatever else I can come up with. The articles are drawn from my archives; with over 5800 zines it is the second largest organized archives in North America. There is enough in there to fuel DD almost indefinitely, assuming that my wife's plans to use the archives to mulch the garden are not carried out.

The structure of the zine does not vary a great deal. The articles are the backbone. There is also the front page editorial, which is normally devoted to other than telling my readers what they already know. In addition, a regular feature is The Zine Column. This is formatted for my discussing what is going on in other zines, or about publishing itself. This has included a detailed look at one zine, and an "insider's" view of the changes at DW. Other times I have tackled controversial hobby matters, such as the investigative report on the Oaklyn/Tretick business in #23, the most thoro airing of the trading vs ms debate in the hobby, extensive discussion of the new DTRS rating system, and more.

So that there will be no misunderstandings, a number of things do not appear in DD. There are no, nor will there ever be any, games. Plenty of other zines offer these, and I recommend some from time to time to my readers. There are no columns

of capsule zine descriptions, collections of jokes, extensive lettercolumns, bits and pieces of late breaking news, coverage of other wargames, frequent accounts of my personal life, or airings of my political views. Not that I have anything against these, but its usually put into other zines. DD is for the person who wants to read about Diplomacy.

There are three types of issues. One is like this one, a potpourri. More common and more popular are the theme issues, frequently double. These have included Italy (#2), Austria (#16) (with both serious and humorous material), GM-player Relations (including a reprint of the famous von Metzke-Lakofka debate on GM fairness/rigidity, joint orders, GMing errors), Villifications and Tirades (#7/8) (with some of the hobby's most colorful writers bad-mouthing each other) Stalemates (#10/11, the most complete collection ever published, methodically arranged, with articles on their use) Face to Face (#13), The Replacement Player (#18), and Hobby History (#21/22). (Oops, that GMing one was #4/5)

The third type are special issues, with all original material, usually written by me, or letters in response to what I've written. For example, #4/15 had an in depth critique of, and commentary on, Rod Walker's Gamers Guide to Diplomacy. The most unique of these is surely #25/26, which was born in the top board of the final round of this year's DIPCON. I collected all the orders. In addition, I was there with a tape recorder, and with the full cooperation of all the players, tape recorded two hours of player negotiations, as well as asides to me, table talk, draw vote discussions, etc. The issue has the moves, a full description of the diplomacy that was going on, and my analysis of the game itself. I have also woven into this a quiz, where you can test your ability to deduce what will be said next, etc. So far as I know, no one has ever done this before.

The zine has been published monthly, for over two years, and is printed via photo-offset. The main difference here is the use of a two-column format, which I don't use normally. Spelling and typing aren't usually this good either. All single issues (except 1-8) are 11 or 12 pages; doubles are 23. All back issues are available to subscribers. There are no trades, one of the things that keeps the sub rate so low.



## NAMES ON THE FINE ART OF NEGOTIATIONS

((Negotiating is at the very heart of the game, yet it is only infrequently written about. The writer must deal with a twin set of problems. If he tries to be very specific, his advice may be of value only in limited circumstances. But if he is too general, the article turns out to be a collection of platitudes that everyone knows anyhow. And specific techniques are often very personal, effective in one person's hands, and awkward in another's.

Anyhow, the first selection is from a letter by Alan Calhamer, the inventor of our game, and appeared in SerenDip #41 (30 May 1970) )

I have been in a lot of over-the-board games, and I imagine that in every single one of them in which I had a beginner on my frontiers somebody said to him, "He invented the game. We've got to gang up against him to protect ourselves." I have overheard these remarks several times.

I have always gone to the beginner and told him that even a good player will get beaten if he is outnumbered; and hence what he is being told is nonsense. The first part of the previous sentence is true for all practical purposes, and it usually carries the second part, which is not strictly true - what they are saying is not nonsense. A beginner is always more worried about whom to trust than about the board situation. If I suspect that this argument is going to be used against me I ridicule it in advance while talking with the beginner - then when the argument comes out, the beginner realizes by actual demonstration that I was telling him the truth about that player, and what would be said in an effort to fool the poor beginner.

I usually offer an alliance that I believe is genuinely good for both countries - necessarily at the expense of some third country. Any alliance with "self-enforcing" provisions in it is a good one to offer to a beginner, such as "Neither Russia nor Germany will move pieces to Bal, Pru, Sil or Livonia." I take pains to explain that it is harder for either country to harm the other in a surprise attack. I then add that these alliances usually last a long time, which is true, the the beginner has only my word for it. The explanation in which the actual surprise attacks are postulated and he is shown that each country will have time to defend itself is something that he can verify by his own reason, however. Of course I go thru the whole reasoning with him - you cannot guess what key point he might miss if he went thru it alone.

A interesting result is that I get not only the alliance, which holds in spite of the propa-

ganda against me; but also after that the other is unwilling to make any deal with any unless it contains self-enforcing provisions. I have overheard them say, "But that treaty be self enforcing." Thus they are somewhat protected against conmen, and they isolate themselves from the other countries and are more dependent on their self-enforcing alliance. Of course, once in a while one of them will perfectly good alliance in some situation where a self-enforcing alliance was not practical in general, so much the better for me.

I think in my own case the challenge type of propaganda was useful in helping develop my ability, and I think such a challenge would be good for the better postal player if they can meet it.

((To this the editor, John McCallum, added....))

By the way, do we want to protect players beginners or otherwise, against conmen? Each of us there is one conman that we do want others protected against.

((Next up is Rod Walker, writing in Archives #127, 1 Dec 1973))

### TWO FACED HONESTY or ONLY MY MUNITIONS MAKER KNOWS FOR

In Diplomacy, honesty is frequently the policy. Not always, of course, but why not? There have been plenty of articles on how effectively in this game. Certainly that necessary. Honesty, or at least having a reputation for it, is even more important.

Diplomacy also affords us with the maximum satisfaction of being able to tell the truth lie at the same time. It is not always possible to accomplish this feat of verbal prestidigitation in a game, nor is it always desirable but when you can do it, it's beautiful.

The circumstances under which it is possible involve two other powers -- your ally and your ally's primary enemy. I have done this a number of times in a game and each time these two battling for the win and my best hope was second. The problem was, had I backed the horse? That is, would there actually be a would my actions cause a stalemate to develop? Would a stalemate perhaps even be better from my point of view? None of these questions were in my mind, and obviously the game situation was equally unclear to the others --- and consequently a pretty large premium was attached to my ally.

The situation is thus one in which my ally is not certain he will win and his enemy is anxious to detach me from the alliance. The t



ation is to begin switching sides (I need not say ((but he will anyhow)) that under appropriate circumstances, this situation can be parlayed into a win). It would be foolish not to take advantage of this opportunity. But what if your ally finds out what you're doing? Aye, there's the rub that makes us hesitate.

The best way, obviously, to insure that your ally doesn't find out that you're double dealing is to tell him. The plan, as you present it, is to pretend to be looking for a way out of your alliance. You treat with the enemy, gain his confidence, perhaps do one or two little things to "prove your loyalty", and then put him in a situation where he stakes all on a massive backstab, only to be stabbed himself.

What you tell your enemy is essentially what you've told your ally that you're telling him. You emphasize, of course, that you can't break loose right away, but need his help to prepare for it.

If you get the result you're looking for, you will have some control over what each of the other powers does --- each will be helping you in an effort to gain eventual advantage over the other. Each will feed you information which, in certain occasions, you will pass on to the other. Each will, ultimately, will be putting himself in a position in which he can be seriously damaged thru a decisive betrayal by you. The beauty of the situation is that you can betray whomever you wish, simultaneously screwing him and earning the undying gratitude of the other. If the stab is decisive enuf, you might even go on to win the game.

Obviously, this kind of situation only arises in games which are very slowmoving, with large tactical stalemate situations on the board. Your two pasties need to trust you a great deal. This will of course be helped by a situation in which each is not likely to get anywhere unless he does trust you. The ultimate beauty of this is that you are essentially telling both sides the truth because, at that moment, you don't know which of them you will betray. Of course, it takes a lot of negotiating to keep this going, so be prepared to write, and write, and write, and.....

((The final item is Randolph Smith's "Apres-Stab: The aftermath of aggression" from his FolsiFile #100 (May 1978) (#314, 275 - 3rd St., S.E. Medicine Hat, Alberta, Canada T1A 0G4). I have done some editing))

...It is rare that conditions permit the complete destruction of an opponent who was worth stabbing in the first place. Likewise, a stab that resultd in an 18 center victory or a tactically guarenteed approach to it is equally

unusual. When one 8 center power stabs an ally of equal size rising to 12 while his new opponent drops to 4...the stabber is clearly going for a win in most cases: Why does he succeed so often with 12 units when 22 are still outstanding against him?

To point out that the 22 are divided amongst themselves is obvious. "Stop-the-leader" is one of the most common reasons for an alliance, tho, and the stabber is a sure bet to put one together if humanly possible. He didn't get to 8 centers in the first place by being an idiot. His real problem is that his old opponents often are, and he can rarely scrape together enough force under the control of competent parties to stop the steamroller. In the average game, this accounts for the frequent wins from 12 center "starts".

Suppose you've been lucky enough to bring off such a stab, and you aren't yet sure that this game will take the usual course. Perhaps the other players are more capable than you've given them credit for, or if they're real turkeys, they may drop out next season and be replaced by someone to trample you without even moving his feet...can you improve your odds?

Relax. Lie back. Rest your weary bones; contemplate your navel. You're not playing in the same game as you were before; it just happens to have the same players and Boardman Number. Take time to "forget" the old one, including the nasty details of the recent stab. You have one unambiguous and realizable personal objective ---18 centers---but assuming no NMRs it'll take several game years, and probably more work, to get there.

Recognize first that you have two classes of opponemets now. The first is your old ally(s), at best resentful and at worst too angry to answer your letters (write him anyway for sure, even if you have nothing more to offer than an apology and an explanation). However, you probably know each other better than anyone else on the board --- if he's a realist (i.e. he wants to do as well as possible, and he'll be the first eliminated if he fights you, so.....) or has a heavier grudge outstanding against a third player, you have a handle for continued limited cooperation. Promise him help against Tom, Dick and Harry, and probably second place in return for recognition of your new dominance. "Recognition" naturally involves no resistance to you; often, the terms of the old alliance can be continued with a new unit/center distribution and new basic assumptions of goals inthe ground rules. Never let such an alliance get in the way of your complete positional control. You need capture no more centers from him, but you must call the shots when it comes to moving into critical non-

supply center areas. If a counterstab ever becomes possible without the immediate destruction of your on-again, off-again ally, it will be executed with gusto.

Altho you can afford to give your new-old ally considerable tactical freedom except on your common border (this is a good idea if he's receptive to the arrangement, as it will maintain his interest), the "client state" concept is too close to puppeting to sit well with some players. In that case you must rely on your second class of opponent, that miscellaneous bunch of guys you've been battling all along.

You probably shouldn't have stabbed in the first place if you haven't received positive feedback from some discrete diplomatic probes, altho for obvious reasons, promises made to one member of a strong alliance may be forgotten once the alliance is no more. ("May" is a bit too weak a word. In many cases, the promises will have been made solely for the purpose of inducing a stab, and thus will be worthless once the stab has occurred)). Your trump card in negotiation with these people is their willingness to take whatever's offered, sometimes known as apathy. Remember, these guys have been, for whatever reason, the losers in the game. They're not as interested as you might think in the outcome, in the sense of "I don't have a chance, so who cares?" The transition from a two-power drive to a one power push is only important in terms of the one- or two-year delay before their own more limited goals can be fulfilled.

A dynamic and revengeful ex-ally, or the strongest power left on the board, is usually your only threat here. Its too, too foolish to pretend you're not out for a win to anyone --- but the offer of second place is still an incredible hope to a small but pivotal power. Pick one who is influential enough to swing the balance your way in a head-to-head match, but too small to reasonably expect as good as a second place finish even if a stop-the-leader alliance were successful. Even a two center power may do the trick if he can work "undercover", since you're mainly after disruption in the enemy ranks: You can provide the muscle power. There's only one problem with a new ally who's too small: You may be unable to deliver second place, or whatever, as promised.

Its quite important to keep the promises you make at this stage, even if it takes a few extra game years, unless you're really endangering your own chances. A normal stab or other deception can be accepted by a mature opponent as part of the game if your reasons are clear. Once he's acknowledged you as the future victor and even worked for you to this end, what more can

you ask? To cut him out of a reasonable just because you're impatient and don't help any more will leave a bad taste in a mouth. If nothing else, you have your reason to consider.

Along this line, the "bandwagon" effort could be embarrassing. If the opposition decided that you expected, everyone could offer you offers! Certainly you must contact all players after a stab, but try to offer the different slices of the same pie at first...I said, it's a new game, and with your true ally finally on the table, you can afford once to be genuinely friendly. Repeat whatever you started in 1901!

((That completes the collection: negotiations with beginners, with your ally's end and after a major stab. Hope you found so you can use.))

### The Zine Column #17

#### Two Zine Polls Arrive

I assume that the Leeder poll results are given elsewhere in this DW, so I won't even summarize. I'd like to thank you all for your votes, which gave me a tie for 5th. That result is gratifying, but equally pleasing is the large number of you who voted for D --26. There are a few with more, but in most cases they have larger circulations than me.

The winner was Graustark, barely qualifying with 5 votes. Leeder in this regard: "Many will view Graustark's first place finish as a fluke...", a view which I share. I mean disrespect to the zine: Its the most reliable zine which has ever existed. But it seems that a top rated zine ought to be able to generate enough enthusiasm to generate more than just votes. It turns out that there was a very correlation between ranking and the number of votes a zine received. 13 out of the top 17 got at least 15 votes. None of the bottom zines got that many.

Finally, I must disagree with the lone person who gave me a 9 as a GM. Since I have GMed a game in my life, I deserve either a never doing anything right, or a 10 for never doing anything wrong!

The 7th Annual U.K. Zine Poll was reported in New Statsman #7, June 1979 (Mick Bullock, Nursery Avenue, Halifax, W. Yorkshire England HX3 5S. Prices are 12pence plus postage). I voted, substantially more than in ours, and average player voted for more zines as well. This wealth of data was combined with Mick's penchant for statistics to provide a dazzling collection of different ways of presenting the results. Thirty zines were ranked, with the

median getting 46 votes (by contrast, the largest in the N.A. poll got 32). Results were calculated by the average, just as here, with additional breakdowns for pubbers and non-pubbers, and a 4th list calculating the ratio of these rankings for each zine. Also presented was the median, and the average of the middle 1/3 of the votes. The most detailed for individual zines was a distribution by scores. Thus, for any zine, you could see how many 9.0-10 votes were gotten, how many 8.0-8.9, etc. My favorite, however, is the Preference Matrix. For each pair of zines, you could see how many people ranked A better than B, B better than A, and tied. This list, as did others, had summary tabulations, showing total wins, losses, and draws to other zines. Then there were the positional votes. 30 points for the most favorite zine on your list, 29th for the next favorite, etc. This is flawed by the problem of how to deal with those who voted for fewer than all 30 rated zines. There were other lists as well.

Anyhow, that should give us N.A. readers some taste of how "the other side" does things. Interestingly enuf, there was no GMing poll, as we had. The clear winner of the Poll was Peter Birk's Greatest Hits, which has been published for over 5 1/2 years. He also writes on Poker for the zine, and with the apparent absquatulation of my favorite (Dolchstoss) I think I'll give it a try (39 Handforth Road London SW9 0LL England.) Beware --- even with surface mail, British zines are more dear than N.A. ones, due in part to the disreputable state of the US dollar.

One type of listing that I would think useful would be a high-vote correlate. For those who voted highly for Zine Z, what other zines did that group also rank highly? If Z wanted to expand his sub list, a natural place to start would be those zine's sub lists, plus the list of those zines which had Z correlated with high votes there.

New Statesman, incidently, had as its main function reporting gamestarts and ends, just like our Everthing. #7 has an interesting comparison between the first 230 British games and the second 232 games, thru April 1979. It will give pause to those who favor the Rocamora Tournament Scoring system because they feel the need to make correction for imbalances in country strength. If you look at Calhamer points, all but Russia are in the 52 1/2-69 range. If you look at 3 and 4 way draws, which together account for half the draws, all but Austria are in the 32-38 region. All wins except I and R are in the 42-49 range. (Those figures are for all 462 British games)

The data will also be scant comfort for

those who think they see big trends coming. For example, in DW #22, Steve McLendon said "In the past two years the number of French wins has been rising steadily...France may soon overtake Russia in total scoring." By contrast, in U.K. over the last (approximately) two years France has done quite poorly winwise ranking dead last --- even Italy had more wins. In Everything #42, out of 115 games, Germany had only 2 wins, and was last in the Calhamer Point listing. By contrast, in U.K., Germany is second in both wins and C.P. Does this meant that there is a new anti-Germany trend? Or that there's some big difference between N.A. and U.K.? Or is it just a reflection of the fact that Steve McLendon, a positive demon with the black pieces, isn't playing Germany so much these days? Of course not. These are just flukes and things evening themselves out. Even 115 games is too small a sample to smooth out the fluctuations. I assure you that when the next 115 games appear in Everything, G will be right back there in the pack.

Hm. I do seem to have gotten of the subject of zine polls.

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((Recently there has been a rash of kids born, sired by postal GMs. From Hoosier Archives #106 comes a view from Carol Ann Buchanan, wife of the (then) editor, Walt Buchanan (1-27-73)))

#### HOW TO HAVE A BABY BETWEEN DIPPY ACTIVITIES

It all started out as a normal day: dusting all the treasures in the Archives and polishing the Albatross Press (the super-delux A.B. Dick duplicator on which the infamous H.A. is printed). Next on the agenda was the mater of taking the beloved Albatross for a walk down the country lane and then(ugh) came the typing of 91 pages of H.A. for the next issue.

It happened while I was strolling down the lane with the Albatross tugging at his leash --- was that --- no, it's just my imagination --- no it is a contraction. Maybe the Son of H.A. is finally going to arrive, even tho he was already 13 days past the deadline for winter builds. Turning the Albatross around, I headed back home to pack my suitcase.

I was greeted at the door by my Diplomacy-fanatic husband. I said, "Guess what! I think the Son of H.A......"

"Guess what!" interrupted Walter. The electricity was off for 45 minutes and its really 8:30 A.M. now, and according to the scheduld, you should have already typed 15 pages of the zine. You'd better get busy if you're ever going to get back on the scheduld."

"But Walter. I have to pack my suitcase! I'm going to have to go to the hospital soon."

"First, the typing! You can pack your suitcase on your coffee break."

So, into the Archives I trudged to begin typing the next issue of H.A. After 3 hours, I was allowed a coffee break of 10 minutes. I raced to the basement, grabbed the suitcase, dashed up the stairs and into the bedroom to begin flinging things into the suitcase. Just as I closed it, I heard the bell that signals the end of the coffee break. I never did get to my coffee.

"Honey, don't you think that I ought to at least call the doctor?" I ventured.

"Finish the typing first. We have to get this issue to press today."

So between contractions that were coming more rapidly now, I finished typing the remaining 76 pages of the issue. And on my 20 minute lunch hour I was allowed to call the doctor. He said to come to the hospital as soon as I could make it. I entered the Archives where Walt was just finishing running off the last page of H.A. Spying me in the doorway, Walter directed, "Get the stapler and we'll put the issue together."

"Honey, I just called the doctor."

"Do you realize that our circulation is now up to 347? And with the 50 extra copies I keep, that means that we only have to staple 397 copies. Maybe we should run off 3 more and then we'd have 400 copies of this issue.....what do you think?"

"Honey, I said I just called the doctor. He said to get to the hospital as soon as I could."

"We have to get this stapling finished first."

"But, Walt, he said as soon as I could get there!"

"Well, you can't get there until the stapling is finished. That'll be soon enough."

We stapled in silence for a while. After we had stapled about 230, I asked, "How many subscriptions and all do you have to get the zine sent to right away?"

Walter replied, "About 300, I guess. Why?"

Well, dear, I hate to be a bother, but the contractions are only 4 minutes apart now, and the doctor did say to....."

"We'll get there as soon as we can. Isn't that what the doctor said? Don't you know this H.A. must go out on scheduld?"

A short while later I gasped, "Honey, can't

we go? They're coming every minute and a now!"

"Only 10 more to staple and then we'll Get your suitcase and carry it to the car. carry the box of valuable H.A.s to be mailed there a mailbox at the hospital?"

"I don't know," I replied, lugging the case toward the door while putting on my cc. Let's go!"

"Well," Walter pondered. "If you don't whether or not there's a mailbox at the hos we'd better not take a chance. We'll stop postoffice on our way to Indianapolis and w the zines there."

"On our way!" I screamed. "But that's miles out of our way!"

"It'll just take a minute," Walter assu

And thus we left the house, taking the cut" thru Lebanon in order to mail the prec H.A. At this point the contractions were c every minute!!

After making a stop in Indianapolis to more ditto paper (good grief!) we finally a at the hospital where I was rushed to the d ery room and five minutes later the Son of was born. Walt's first words to his new so began this way: "Now Bill, if you're playin, tria in a game, the first thing for you to to....."

The poor boy just looked bewildered. I that day, Walter returned to the hospital a work, bringing presents for both Bill and me. For Bill, he brought a miniature Diplomacy : complete with miniature conference maps and supply of postcards and writing paper. For Oh, yes. He brought me a present I would re use and enjoy --- a new ribbon for the elect typewriter! Help, I'm trapped in the archiv

(Note: For the record, Walter says I'm aggerating --- that he actually forgot to ma the HA until the next day. And as a final r on the progress of putting out H.A., you shc see how adroit I've become at Balancing Bill my lap while giving him his bottle and typin the H.A. at the same time.)

((Scattered thruout the dippy literatur is a variety of proposals that never got off ground. Here is one, from Lerry Peery, from Xenogogic, Vol 5, #4.0, 14 Dec 1972.))

#### TTT PUBLICATIONS: A PROPOSAL

As our last offering to the Diplomacy c munity at large we make the following propos That the international Diplomatic community

(Yea! That same group of unknowns who proposed the Johnny Awards.) create, establish, and maintain, a Diplomacy Hall of Fame.

This Hall of Fame will honor two categories of people: publishers/gamesmasters and players.

That members of the Hall of Fame (HoF) be elected by the publishers active in the hobby at the time of election by secret ballot.

That candidates for election to the HoF in either category no longer be active in the category for which they are nominated, and have not been active in said category for a period of one year prior to their nomination. ((Why? If they are no longer publishing, the odds are they are out of the hobby, in which case they probably won't care. This is akin to awards that are only given after the recipient is dead.))

That elections be held during the month of April, of each year, and that a committee of prominent Diplomacy Publishers be established as an ongoing screening and elections committee to supervise and conduct said elections.

That the purpose of this HoF will be to perpetuate the memory of past Diplomacy greats by memorializing them in this HoF and that the HoF establish, within the Diplomacy Archives, a record on each member to include: A record of all games and/or magazines published, a short biography, a photograph, and whatever materials shall be deemed appropriate for the Hall. That these materials will be open for inspection to all members of the international Diplomacy community seeking to learn the history of the hobby.

That for the first election, a committee consisting of 5 individuals of prominence including one officer of the IDA and one of the TDA, and three other members at large, be solicited from volunteers.

This committee shall seek knowledge of those past active in the hobby but no longer active and will solicit from current gamesmasters/publishers a list of prospective nominees. That this list will be narrowed by the committee to 35 ((( ))) names, and that of these, 25 will be elected, in the first year, to the HoF.

Thereafter, each year, only two members may be elected to the HoF: Those being the highest vote getters among those voting in the election. Ballots will be printed, distributed, and tabulated by the committee.

.....

((Since DW has the longest running tradition of running a demo game, and since this DD will be printed therein, it seemed like a good place to reprint this article by Francis

McIlvaine from Impassable #49, 14 April 1975))

#### Demonstration games are Misnamed!

My last article for John ((Boyer, editor of Impassable)) talked about demonstration games. It appeared to be saying that the demonstration games are more valuable to the good players (as a means of getting great competition) than for people to learn by. This is very true; the current crop of demonstration games aren't worthy of the name. The so called demonstration games are interesting in themselves, and the commentary is very good in itself also, but it does not demonstrate the vital aspect of the game at all. What does a demonstration game really demonstrate? I would think that it shows a very important part of the game, and a point that every person playing should strive to become proficient at, namely, looking at gross moves and deducing what is really going on. When you are playing in a game you have the letters you receive to go on, you also have your own plans down pat, so you have a better perspective on the situation. Against this, in a normal game you will be totally unfamiliar with the players you oppose (or at least some of them). The "expert" commenting on the game knows the players involved and makes intelligent guesses as to what they are trying to accomplish. ((I disagree. The commentator may know little or nothing about the particular playing style of most or all of the players, or what he does know may turn out to be irrelevant)). He may get this information from the players involved, but I would think this would be somewhat unusual. He gets it from watching the moves and the press (this is how I've operated in my postal commentaries when I've done them.)).

If he can do this, so can you. When I look at the demonstration game in DW, or someplace else, I first set up the board and make the moves. I don't look at the expert commentary. I then try to decide what is going on, and after I have made that determination I look at the expert commentary. ((This is exactly the procedure that I have always used for the DW commentary, and for just his reasons:)) Now, the thing to look for is not if he is right or you are right, but rather why you disagree. Is it something you missed? Is it something he missed? Or is it just a question of your putting a different "weight" on some of the events where he felt otherwise? This is where you learn. You look into the thinking process of someone picked especially for his ability to perceive this sort of thing and you can pick up pointers. I have, and now when the expert and I disagree it is more likely because he knows the players' reputations much better than I do.

If these games do not do the primary job of demonstrating what does? Well, to know what really went on, you must have a synopsis of

the letters that passed between the players and the thoughts of the players involved. Only in this way can you really find out what was in their minds and how the game actually went. I have seen only one game done in this manner in the 1974 IDA Handbook ((by Doug Beyerlein, on 1972CR, a DW demo game in which he played.)). This was a very fine job and yet even it was incomplete ((not everyone sent in correspondence, and there was heavy use of the telephone)).

Some players were hesitant to send in their negotiations and ideas. I can see their point, because such a study really allows one to "see" the thought processes of these players and, as I have said many times, the more you know about your opponents, the better you will be able to play against them. If a person accepts a berth in a demo game I would think that he has an obligation to turn these things over to the person gamemastering the game (if this is a condition stated in the beginning of the game). However, merely picking seven players and throwing them together does not make a great game. No, the seven know each other too well, and this really affects the outcome. In 1974 FK there were "permanent enemies" and such nonsense, something you will not find in an average game. I have read that the "press war" games that various people have tried to set up, by the simple procedure of playing seven known press writers together has been less than a great success. A game is not automatically great because there are good players (altho I suspect that the chances of having a great game are much higher), it is something that just happens (born not made). ((The "Press Game" that was set up in Claw and Fang hasn't, in my judgement, produced much in the way of good press)). Games that are outstanding should be reviewed after the fact and all information possible should be gathered by them and then published. Who decides what is a great game? Anyone that is willing to do the work in getting the data together and publishing it can decide this. This is not the entire story in Diplomacy for there is more to the game than one outstanding game...At the very least, you would have invaluable information about 7 people that could otherwise be only gathered by playing with them (and perhaps finding out the hard way). Reputations are easily made and not always correct. Suppose a player stabbed me in a game. I write a tactical article showing how X really stuck the knife into me. Impassable has say 140 people reading it, and now X has picked up a tarnished reputation. Even if I am somewhat mistaken, or if X has only stabbed me in all ((sic? was "one" intended?)) of his games, there he goes. There are more than one kind of stab anyway, but this is off the subject. Looking at a demonstration game is a much better way of evaluating someone than reading an article that

says that X stabs too much ((not necessarily)). One demo game may prove nothing, since the player may have been atypically. Besides, many people learn from their games, so the game style may evolve. On the other hand, the article is backed by examples from lot games, it might well show that the guy really does stab an awful lot, or may give some insights into when the guy actually stabs.)) Also you might see that something that you see is a fairly innocent move is thought by at least a few people as a very threatening move. This type of analysis can be of use to the majority of players and it is my hope that the very least one such game is printed in every IDA yearbook.

((Frank touched on the subject of player reputations in his above article, so I've added next an excerpt from one of Lew Pulsip's Verhandeln columns, a potpourri article from Impassable #62, March 1, 1976))

...Have you noticed how people talk so much about player reputations, as though you could lose a reputation once made. Actually quite difficult. Those who criticize people not entering tournaments "because they're afraid to lose their reputations" aren't thinking. Has anyone ever suffered a decrease in reputation from losing? Not that I know of. Tournament can only help your reputation, not hurt it. Doug Beyerlein or Edi Birsan doesn't win the annual FTF tournament, or even come close, say so what, they had bad luck with novices. Something. That may be true, but the point is the excuse is always there, no matter what the real reason may be, and so reputations don't matter. Relative unknowns can gain a reputation (or be confirmed in lack of reputation or in bad reputation) --- how many people knew who Wartenburg were before CITEK? --- but that's all. Once you're on top, then there's always available the excuse that people are gangbanging on you because of your record, and that's why you don't do well anymore. There is something to that, but sometimes it is more a result of one's playing style. For example if Brenton Ploeg, the infamous stabber had continued playing, probably he would have had a difficult time. Would it have been because of his record or because people knew he couldn't be trusted in the long run. I think Edi Birsan is a good example of a person whose playing style, not his reputation, finally caught up with him. ((Oh? Birsan's swansong was 1976BG, a DW demo game. His reputation as a stabber didn't prevent him from taking both Tri and Vie in FO1 on his way to a spectacular Italian victory.)) Other people with very good records, but who have not used the stabbing or another style not calculated to make friends



continue to do well despite the tendency of people to gang up on those with good records.  
!!

## The Zine Column #18

### ARE THERE TOO MANY ZINES??

Traditionally, the number of zines has been considered one of the indicators of the health of the hobby. This seems sensible: We are cheered by the birth of new zines, and saddened by the death of most zines. Yet, I think it's not so simple. Suppose we took the best, oh, say, 25 zines and left them alone. And suppose we could magically take the remaining X zines and combine them pairwise into X/2 zines. We'd have fewer, for sure, but I think that the hobby would be less well off with the X zines.

The hobby has had hordes of minor zines which never went anywhere, which could never generate enough support or momentum or which just collapsed when the first serious obstacle was reached. Names like Aeolus, Anubus, Carpetbagger, Diplomacy Baron, Evenings Empire, Ginnungagap, Hedlan Record, Hostigos mean nothing to virtually all of you, nor will they ever mean anything to anyone but archivists. These and scores of others never got beyond a dozen or so issues. I have no idea why they failed. But I feel quite sure that in some cases, if there had been two people running the zine, that many would have succeeded, and some would have really prospered, there would have been fewer abandoned games and all the disappointment that goes with it.

The reason is simple enough: Putting out a zine is a lot of work. With two people sharing the burden, there's less for each, so it's less likely that someone will be overloaded. If someone is unable to meet his responsibilities for a time, he has a backup. People can specialize, doing what they like to do while their partner does what they do not like to do. One can spot the blind spots of the other. Sure there are inefficiencies as well, especially if the people live in different cities, but having the work split two ways could easily mean the difference between success and failure.

There have been some interesting experiments along those lines. One of the earliest was Lonely Mountain, which for the first 46 issues was Charles Wells' zine. With #47, Terry Kuch's Thulcandra went under the LM umbrella, and he handled the finances for LM as well. Cochran and Lindsay also ran games, and David Johnson was to run the Postal Parliament games, and handle ratings as well. Wells would run games and publish. LM appeared about every 6 weeks, with the games appearing in two or three seasons with each issue, reprinted. Somewhat similar to tnBB.

This lasted less than 1½ years. Two editors were announced as leaving in #55, which turned out to be the last issue --- a hard fall, as none of the LM games were rehoused.

A more successful example of a real team effort is Paroxysm. It began with three editors, Doug Ronson, Harry Drews, and Robert Correll. When it ended with #57 all three were still aboard. 12-14 page issues came out every two weeks, with Robert and Doug splitting the publishing duties, alternating issues, with Harry doing a great deal of writing. I believe that three week deadlines were used, so the games were staggered. Another very excellent team effort was the highly entertaining Janus, in which John Gross and Cal White alternated publishing issues. Originally there were four members to the team. These zines are only two of many team zines from Canada, which includes Arrakis and Cum Grano Salis as well.

An interesting plan is being pursued by Francois Guerrier and Pierre La Breche, Jr for jointly publishing a French language zine. Pierre does the GMing, and handles Chess; wargaming, humor, etc while Francois writes the dippy material, possibly do some variants, and does the publishing. Since they live in different cities, Pierre will mail in the written material, and phone in the adjudications. They have a plan for dealing with a rupture should it occur, how the \$ is to be handled --- in short, it seems very well organized. It's just getting started, and it will be interesting to see whether this particular type of hybrid style will work out.

Of course, there are some fairly apparent potential drawbacks --- time and expense of communicating for one. But then you need buy only one duplicator. There will be some loss of autonomy, a loss of its-my-zine-and-I'll-do-it-my-way. But then sometimes from synthesis comes more than two persons alone could produce; synergism is possible.

There may be a mini-trend going in this direction. LDNS is produced by Pat and Jerry Jones. Down Alien Skies has been revived by another husband and wife team, Nick and Audrey Shears. Such teams are not unknown in the past. Hoosier Archives had considerable input from Carol Buchanan, who did the typing and was quite interested in the press aspect of the zine, and wrote for it.

Anyhow, I hope that those of you who are planning to start a zine will consider seriously doing it as a team. See if you can find someone local who'd like to take on some of the responsibility. You might easily find someone who doesn't want the responsibility of putting out a zine but who can be depended on for some aspects of the zine that you'd really rather not do!

That concludes this month's heresy. Stay tuned for a future column in which I'll expostulate that people play in too many games, Russia has too many centers....

=====

((Variants have been published in DD, tho not those requiring a map. What follows is not strictly speaking a variant, but a companion game to a regular (or variant, for that matter) game. I don't know that any of these are being run at the moment, so perhaps this will spark some interest. A variety of different rules have been used. These come from The Pouch #49 11 Feb 1974))

1. Each player starts out with 1000 units of each currency: Pounds, Francs, Lira, Crowns, Piastres, Roubles and Marks. All are equal in value at the start of the game

2. Deadline for Bourse orders is the same as deadline for the Diplomacy game. Orders are in two parts: Buying and selling. You must always buy as much as you sell every turn. This is most important --- see below.

3. At the start of the game, one unit of each currency is worth one dollar. However, each time 100 units of any currency is sold ((I assume he means net sales)) its value in relation to the dollar drops 1¢. Thus if in the last season the net total of everyone's orders resulted in 500 more marks being sold than bought, the price for the next season will be one unit equal 95¢, or 100 being equal to \$95. Each time 100 units of any currency is bought, the price in relation to the dollar goes up 1¢.

4. You must buy as much as you sell in relation to dollars. For instance, if, on the second round, you sell 100 Lira worth \$110, you must buy, e.g., 115 marks (115 x .95 equals \$109.25 -- all fractions are lost). You must do those computations yourself, and you must do them on your orders so that they can be checked. If there is an error, as much as is possible will be bought for you.

5. If, for example, 999 marks net are bought, the price goes up only 9¢ -- all fractions lost.

6. At the end of the game, each player's value will be computed as follows: The number of supply centers each player owns times how many blocks of 100 units you have of its currency (fractions will be carried) Thus, if England wins and you have 2000 pounds (assuming she has 18 centers) you get 160 "credits" for England. The one with the most credits wins. Obviously, once a player is eliminated from a Diplomacy game his currency becomes immediately valueless and all trade in that currency ceases.

7. You may never sell more than 500 units of any

one currency in a given season. You may buy much as you can.

8. Each season the GM will list who sold and bought what, old price, net change, and new price in a convenient table. He will also list the holdings of each player in the game as they now stand. You must do your own computation find out how much you are worth in dollars and how much the other people are worth.

9. Unless a country is eliminated, its currency will never drop below unit = 1¢. The value of the currency in the other direction has no limit.

10. Anyone may join the Bourse at any time and receive 1000 of each currency still available.

11. No conditional orders will be allowed.

((I'd suggest that before you try to run one of these you call for critical comments, see if any loopholes or flaws can be found. I personally think Rule 10 should be dropped. A player's strategy can be based on the number of players in the game. I'd also suggest a limit to the number of players in a Bourse -- if there are too many, open a second Bourse. This is a good way to spark reader interest in a game, especially a demo game. The players in the game should not be allowed to play in the Bourse; otherwise the game may be considered a variant.))

=====

((Ever wonder how to get a good press-in action going among the various players? A common approach is to spew forth some insults at whoever responds. Another is to start a story as may have been tried in this, which appeared with the SOI moves in 1976AB, in 1901 and all that #59 (13 Feb 1976). The author is unclear two of the games players were John Piggott and Pete Swanson, who played G and R respectively

John awoke. He quickly realized that he was encased in a coffin-box; the top half was transparent and in his first few glances, he saw little else but the six other boxes, each with an occupant. As he shifted his head to have a closer look, some switch must have been tripped, for the top of his tomb swung upwards noiselessly. Quickly, John scrambled out, already claustrophobic. His fear and amazement mounting, he quickly rushed to the other boxes, peering into each one, desperately looking for another to share his trepidation. He gave a small jump for joy when he recognized the blurred shape of one of the reposing figures. Almost manically, he pounded on the top of the top of the receptacle, sobbing. Magically, the top opened, and the recumbent being stirred. Dragging the hapless victim from his resting place, he embraced him.

"Pete, oh Peter!" he wept, attempting to



revive his companion. Swanson (for twas he) regained consciousness under the assault, and as he realized the juxtaposition of his mentor, he struggled free.

"Gerroff! Piggott! Wha.....where are we? What the hell's going on?"

"I don't know. I just....awoke in the box over there - I don't know how I, or you, got here, nor where in heaven's name this place is," said Piggott, calming down. "Say, maybe this is heaven....."

"Don't be ridiculous," gulped Swanson. "What are we going to do?"

They both looked toward the other five boxes.

((An invitation, eh? In the next chapter, Piggott grew fangs, had a craving for blood, and "lurched towards Pete's throat." Do you think that this just might be related to Piggott opening F Kie-Bal and A Ber-Pru, and grabbing at War in FO1, even as Russia moved A Sil-Mun, but was stood out of Mun, by France! Both the game and the press had gotten off to a good start in this one.))

~~~~~

((The final item for reprint comes from Ethil the Frog #43 (7 Feb 1974). If some of you recognize your self in the description of Andy Davidson, I hope you will swallow hard, and recognize that no publisher survives on cheques and orders alone. Author is John Piggott.))

#### AN EDITORIAL BITCH

In Grafeti 25, Brian Yare discussed the 1st Ethil player poll. Here's what he said:

"Andy Davidson will win this poll because he will get first vote from all or most GMs. Why? Not because of any great skill on his part, but purely because he is so considerate of them. He never misses his orders, even tho he is in 50 games. He always writes clearly, naming the game and season. Different games always get different sheets of notepaper --- not the nearest scrap of computer printout. The only grouse we have is his lack of press, but we'll forgive him that because of his great care he takes over his orders."

The great Davidson myth strikes again! What thaumaturgical machinations does Andy utilize to drive normally sane people into paroxysms of illogic when they discuss him? What indeed does anyone see in him? Today, Ethil the Frog clears away the contradictions and explores the hidden depths of this paradoxical character, shouldering aside the mysteries in an unprecedented expose of his private parts!

There are two possible reasons for publishing. The first is to make a financial profit. Amateur publishers such as those in the postal

games field don't make much profit, and such money as is taken in normally covers only the cost of paper, stencils, postage and such. These amateurs publish for the response they get, thru the mails; the more interesting the response, the greater the incentive to get the donkey work of stencilling and duplicating done, to bring out another issue. And if a gamesmaster doesn't get much interesting stuff in return for his effort, he might as well forld the zine.

Here is a catalogue of Andy Davidson's activities in the postal diplomacy field:

1. He writes no interesting articles
2. He writes no interesting letters of comment
3. He writes almost no interesting or funny press releases
4. He produces no zine to send other publishers in trade
5. He writes masses of sets of orders, thus increasing the boring work involved in adjudications (one of the most tedious tasks).

He doesn't seem to do much to justify his existence in the field, does he? Did you say Andy was "considerate" to us, Brian?

I'm not only getting at Andy here, tho --- the description above could apply to any number of players. And at least Andy doesn't make a habit of missing deadlines, and he writes his orders in a decent format which many players could do well to imitate. But he is by far the biggest sinner in that he plays in so many games without contributing anything of real interest to read. I mean, moves aren't really vitally fascinating, as I've mentioned in several issues of this rag.

The point I'm making is that the readers of any amateur publication can be divided into two classes: Those who would be missed if they dropped out of the hobby, and those who wouldn't. The members of the former category can be listed by a glance thru the columns of previous issues of this rag, and a peek at an issue of Games Openings for the publishers who trade with me. People who do not appear on the list..... well, if they don't want to contribute I don't really see what they're doing here anyway, because postal Diplomacy as such could not exist in its present form without the cultural intercourse which goes on between the more active people here. Even a short note from time to time telling me whether you enjoy certain parts of the thing is a great comfort to ye Editor --- so how's about hearing from some of the more little known of youse lot, eh? ((AMEN!))

(continued from page 1)

Well, now that that's out of the way, we can get down to business. There was quite a bit of response to the Berch Tournament Rating System, and the discussion of it in #24. There is not the space in any one issue to cover all of it, so this discussion will be somewhat piecemeal in this and coming issues.

One important question is what style of play is adopted by the players in the tourney. An insight into this comes from a letter from Bob Sergeant, a successful postal player: "I played (and a lot of other people played) to prevent anyone from getting near 12 centers. I was successful, in that I participated in a 4-way, 5-way and a 6-way draw, but what use was that?"

What use indeed. I mean no disrespect, Bob, but you (and those who played like you) got exactly what you deserved. You played for a draw and that's exactly what you got --- three of them. So what's your beef? But you wouldn't catch me playing that way. Nossir! In the highly competitive, time-shortened world of tournament play, this boy's gonna play to win. That means I try to gain some allies (or maybe just one) and start to sweep the board. Once we're in control, maybe a stab will occur, or we'll melee for the victory, or perhaps agree on a draw. Note that in helping my allies, I substantially increase their chances for winning, in contrast to Sergeant's approach. But it also gives me a reasonable shot at a win, and I value that chance high enough to accept the risk that I've only helped someone else's win.

Incidentally, not everyone agrees with Bob's analysis. Ben Zablocki, the winner, drew the opposite conclusion, feeling that draws were almost worthless, and thus evolved the coin-flip strategy. In fact, this has been one of my biggest problems in dealing with the considerable criticism that BTRS has generated. I have been repeatedly whipsawed by contradictory criticisms. Another example is the reduced victory criterion, which for the 1907 deadline we were stuck with was 12. Costikyan and others don't accept anything but 18; Linsey thinks the idea is OK but likes his method of calculating it better. And Richard Martin, one of the players on the top board, suggests that it should be lowered. And so it goes.

But this debate is very healthy. Ultimately, people are discussing why they play Diplomacy, and what constitutes success --- basic issues. In a future issue I will print Greg Costikyan's stout defense of the Rocamora system, and my comments on it. Greg will be submitting that system to DIPCON XIII, as will a modified BTRS, and Bruce Linsey's Others like Russell Blau are perfecting theirs. People are writing and talking and this is good: May the best system win!!

Another item moving into the spotlight is the upcoming Postal Diplomacy Tournament. The organizers are putting a lot of care and attention to this, to avoid the problems that foiled the last two attempts in North America. While I agree the great majority of the decisions that I have been made, I have a very fundamental disagreement about the structure of the games. The present (as of 8-24) plans are for one round of three games. These would be scored by the Dragon's Teeth Rating System (a sensible choice) to give the winners.

This is no way to select a champion or champions. Would you pick a pro football champion just counting points for and against? A Boxer king by tallying his knockouts? Of course no and you can't do it here either. Dippy games are not equivalent or equateable. There is only one way to choose a real Diplomacy Champion: Put 7 "best" players into one game and see what happens. Otherwise, you have the very real risk the winner will just be a good player who happened to have lighter competition in his games. This will not be using standbys to replace dropouts which will produce somewhat less even games.

I suggest a qualifying round of two games. The seven best scores would make it to the championship game. That would make a fine game for commentary, perhaps a Bourse, and as much as the hobby wants to give it. It assures that if there is a winner, he will have been someone who can triumph over very strong competition.

There is another very serious drawback to the present 3-game plan. I am of the school that believes that when a game starts you sit down right away and write all six other players. This will be short and some long but they all must be written. I don't know about you, but I would find the prospect of having to write 18 letters immediately quite dismaying. And since you always reply to your neighbors as soon as you get from them, that's another 10 or so letters 30 days later. There is no time to be leisurely; games will be on three week deadlines, and it is likely that no phoned in orders will be allowed.

This is no way to encourage good negotiation. The typical player will either be forced onto the phone, or is going to have to cut a lot of corners. And heaven help him if he has some other game around then, or has to publish a zine. The organizers are concerned about balancing what countries people get. After all, only one person can play Russia in the Championship Game; one will get it. But the country you get is much less important than the diplomacy that you do. If you think 3 tries starting at once is too much, or that a game is best, write Bob Sergeant 3242 Lupine Indianapolis, IN 46224.

# NEED A GAME?

## REGULAR GAMES:

Claw & Fang: Don Horton, 16 Jordan Ct., Sacramento, CA 95826.

Eggnog: Konrad Baumeister, 11416 Parkview Lane, Hales Corners,  
WI 53130.

Liberterrean: Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022.

The Flying Dutchman: Jack Brawner, 2056 Warwick St., Tallahassee,  
FL 32304.

Envoy: Roy Henricks, PO Box 34277, Richmond, VA 23234.

Toronto Telegram: Bill LaFosse, 126 Bay St., Apt 24, Trenton, Ont,  
K8V 1H8 CANADA

Assorted Garbage: John Lipscomb, 1201 Osler St., Saskatoon, Sask  
S7N 0T8 CANADA

Volkerwanderung: K. Arnett, 1500 Waterway Circle, Chesapeake, VA 23320

Puritania: Tony Watson, 201 Minnesota, Las Vegas, NV 84107

## VARIANT GAMES:

Urf Durfal: Gregory Costikyan, 1675 York Ave., NY, NY 10028  
Youngstown (\$3) and Machiavelli (\$1)

Bushwacker: Fred C. Davis Jr., 1427 Clairidge Rd., Baltimore, MD 21207  
standbys for Small World II (in progress)

Tau Ceti: Larry Dunning, 46 Holmesdale Rd., West Midland 6056, West  
Australia. Downfall, Grand Tournament.

Zeppelin: Laurence Gillespie, 23 Robert Allen Dr., Halifax, Nova  
Scotia B3M 3G9 Canada. Holocaust, War in the Air,  
WWII,

Slobinpolit Zhurnal: Raymond Heuer, 162-10 87th Rd., Jamaica, NY  
11432. Special type of game. Contact Raymond for  
exact details.

Kaissa: W. Elmer Hinton Jr., 20 Almont St., Nashua, NH 03060  
2001, Machiavelli.

-- Fred Hyatt, 400 State St., Brooklyn, NY 11217  
Colonia IV

Runestone: John Leeder, 121 19th Ave. NE, Calgary, Alberta, T2E 1N9  
standby for games in progress

Rebus Sic Stantibus: Drew McGee, 100 Belmont Pl 3-F, Staten Island,  
NY 10301. Grand Tournament

Hansard: Robert Sacks, 4861 Broadway 5-V, NY, NY 10034  
Parlement.

The NEED-A-GAME listings are maintained by Lee Kendter Sr. (regular games) and Robert Sacks (variant games). While DIPLOMACY WORLD can't guarantee any of these zines, we would not knowingly publish the name of a zine that is of no value or worth.

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